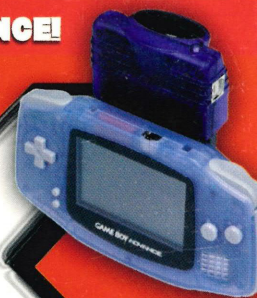


CHECK OUT THE FIRST EVER CHEAT CART FOR THE GB ADVANCE!

NEW!

# GBX

GAME BOY™ XTREME



EXCLUSIVE REVIEW!

## ZELDA'S BACK

Link returns in TWO hot new Zelda adventures for the Game Boy Color...

REVIEWED!

## TONY HAWKS'S PRO SKATER 2

The Hawkster takes to the board in a sizzling new Advance game!

ON THE VIDEO!

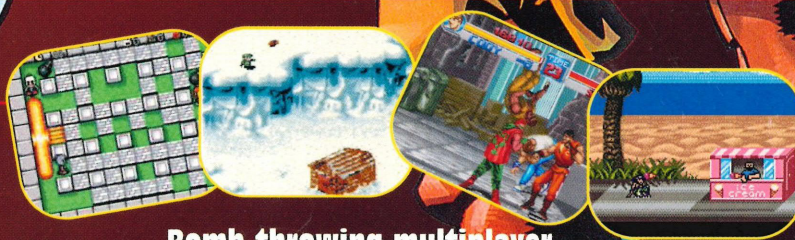
BOMBERMAN TOURNAMENT

FINAL FIGHT ONE

VIP

CANNON FODDER

PLUS



Bomb-throwing multiplayer madness on the Game Boy Advance!

Exclusive footage of Capcom's hot coin-op conversion

Pammy brings her charms to the Game Boy Color...

Exclusive tips on the Codemasters classic!



Rage interview, Rayman Advance competition, Pokémon Crystal preview and more!



REVIEWED: BOMBERMAN TOURNAMENT • GT CHAMPIONSHIP • COMMANDER KEEN • HANDS OF TIME • MEGA MAN XTREME • 1942 • SHREK: FAIRYTALE FREAKDOWN • DEXTER'S LAB AND MORE!



# ENHANCE YOUR ADVANCE!



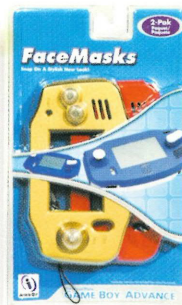
Game Boy® Advance

Game Boy Advance not included

£9.99

## BUMPER GBX™

Even the most cautious gamers are bound to drop their Game Boy® Advance from time to time. The Bumper GBX is an inexpensive, protective case that comes in a variety of colors. The rugged rubber case absorbs every bump and bounce – making life less painful for Game Boy® Advance owners.



Game Boy Advance not included

Game Boy® Advance

£4.99

(Pack of 2)

## FACEMASKS™

Add a splash of flash to your Game Boy® Advance with these colorful, stylish faceplates. Designed to fit perfectly over the Game Boy® Advance, these FaceMasks are a cool, inexpensive way to give your handheld a whole new look.



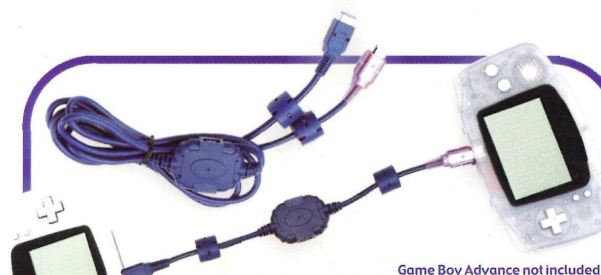
Game Boy® Color

Game Boy® Advance

£14.99

## SPORTSHELL™ HARD CASE

A bulletproof vest for the Game Boy® Advance and all of its accessories. The hard plastic shell – molded in Construction Worker Orange – protects the portable from virtually every type of drop damage, while the foam-lined interior keeps the Game Boy® Advance, 4 games, batteries and cables secure and safe on any trip.



Game Boy Advance not included

Game Boy® Color

Game Boy® Advance

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## PLAYLINE™ LINK CABLE

Go head to head with the PlayLine™ Link Cable! This 5-foot link cable comes with a bonus pass-thru adapter that allows you to use Link Port capable accessories and at the same time, trounce your opponents. Each cable comes with a hub so other players can link up for extreme fourway play! Game Boy® Color compatible at the flick of a switch. Available in Iceberg Blue, UltraViolet and Polar Bear White.



Game Boy® Advance

Game Boy Advance not included

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## GLOWGUARD™

Snap it on, flip it up, and start playing! The GlowGuard™ pulls double duty: it provides a light source for the Game Boy® Advance and protects the screen when not in use. A pass thru port let gamers use additional link port accessories.



Game Boy® Color

Game Boy® Advance

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Tired of making faces at strangers in other cars? Done counting cows in the fields? It's time for some on-the-road gaming with the Game Boy® Advance and this Car Adapter makes it all happen. Plug it into a standard car outlet and forget about the cows.

Place your order now at [www.d3world.com](http://www.d3world.com) TEL: 0845 60 100 15

Please allow 28 days for delivery.

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# LOCK 'N' LOAD

We're back with a bang, with another great issue of GBX Magazine! Just look what we've got in store for you this month...



**Get GBX For FREE!** **22**

It's true! We're giving it away – all you pay for is the postage! Get six issues of GBX Magazine by dialling our premium-rate hotline now! More details on this incredible offer on Page 22...

**14**

## Action Replay GBX

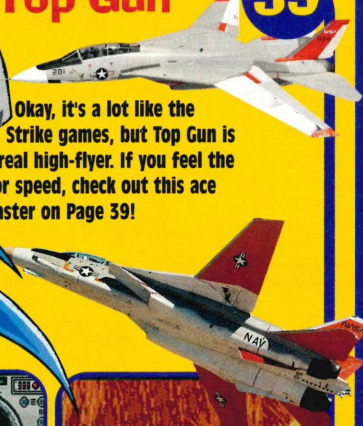
The Dattel Action Replay GBX is the perfect companion

to the Game Boy Advance. It lets you hack and bust all games wide apart, with infinite ammo, lives, health – anything! Sakura gets her trembling mitts on a preview copy over on Page 14...



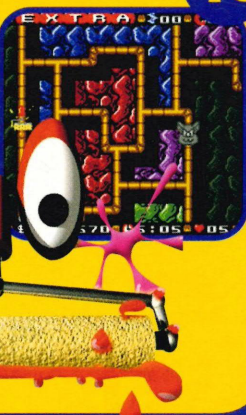
**Top Gun** **39**

Okay, it's a lot like the Strike games, but Top Gun is still a real high-flyer. If you feel the need for speed, check out this ace blaster on Page 39!



**Painter** **40**

Painter must be the Game Boy Color's best-kept secret. It's a cool retro rave from the grave, it hit the shelves at a bargain budget price and it's reviewed and rated on Page 40!



## REGULARS

### News: The Firing Line

**04**

The Advance scene's hotting up with some great games in the pipeline, and there's some sizzling GBC offerings on the way too. Read all about 'em...

### Feature: Coining it in!

**10**

The Game Boy Color's so blimmin' good it can handle cutting-edge conversions of games that were in the arcades only a few short years ago. We check out the Color/coin-op connection...

### Feature: Action Replay GBX

**14**

It's been planned on ever since the Advance was announced, and now Sakura's got her hands on a prototype of Dattel's incredible Game Boy Advance cheat cart.

### Subscription Offer

**22**

What an unbelievable offer! Subscribe to GBX Magazine for six months for free, paying only the postal costs. You'd be mad to miss it!

### Posters

**33**

Some luscious-looking artwork inspired by brilliant Game Boy games. They're cool!

### The Kit Bag

**42**

Odds and ends, bits and pieces, this and that – fun-filled gadgets and gizmos!

### A Piece of the Action

**44**

We take a look at the World Port, which lets you send e-mails from your Game Boy Color or Game Boy Advance. Check out our latest Action Replay Xtreme codes too...

### Return Fire!

**46**

So what do you think of GBX Magazine? Write and tell us, and you could find your letter gracing these pages!

### Back Issues

**47**

Well 'issue' really, as we've only got one! Still, if you missed last month's mag, now's your chance to get it.

### Action Tips

**49**

Cut 'em out and keep 'em in your game box along with your cart! Now you need never lose a cheat again...

### Solution: Pokemon Gold & Silver Part 2

**53**

The second and final part of our complete walkthrough.

### Solution: The Simpsons: NotLoH

**58**

Very long name, very short game – but tricky in places. We bust it wide open...

### On the Shelves

**60**

What to buy and what to avoid like green Jelly babies – your guide to game boy games that are already on the shelves.

### Next Month

**66**

The next issue of GBX goes on sale on 9th August. Read all about it here...

## REVIEWS

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# THE FIRING LINE



Get ready to rumble, 'cos the babe with the bazooka's here! Game Boy Xtreme's roving hotshot Sakura brings you right up to speed with all the latest news and previews...

## SAKURA SAYZ

“ Ya know what's been buggin' me? How my buddies in America and Japan get their hands on all the great Game Boy goodies several months before the Brits. It's kinda crazy, and well unfair. Let's be realistic, guz - ya can't have 'em all comin' out on the same day, 'cos Japanese games have to be translated and it takes time to get the carts made. I mean, it's fair enough if the Yanks get games made in the USA first if UK versions are runnin' off the production lines straight after. But they're not, and it's kinda stoopid. The two hot Zelda gamez

featured this ish are already on the shelves over there, but Brits have to wait until the end of September. Why? Loads a games previewed this ish have clear release dates in the States, but the UK versions still aren't even pencilled in. Why? The Advance took Europe by storm only 11 days after it exploded onto the US gaming scene - why can't the games follow as quickly? Talkin' of the Advance, we ain't got a huge number of GBA reviewz this ish as several gamez failed to appear in time. It's annoyin, especially as some of 'em will have stormed the shelves by the time you read this. Still, it ain't their fault - review games are

supplied on special carts the programmers can wipe clean and re-use, and they're rarer than a direct hit from a bent rifle at the moment. Still, enjoy what we have and look forward to some sizzlin' GBA gamez next month. Check out our free subscriptions offer on Page 22 too - it's kewl! Six months of GBX delivered to your door for free - you only pay for the postage. The money men over here took some persuadin', but they decided not to argue with a magazine of live ammunition. Am I too good to ya, or what? Signin' off,

**Sakura**

## GOTTA' SCAN 'EM ALL...

Last issue we mentioned the new Pokémon Card Reader, a peripheral for the Game Boy Advance which can read bar code-type information. Well, now we have some pictures of it...

The cards which the reader can read are called E-Cards. Nintendo plans to bring out a range of Pokémon trading cards which feature E-Card information, so you can scan the card into your Advance, enabling you to download and share data on the Pokémon featured on the card. As the reader is



compatible with the forthcoming Pokémon Advance game, perhaps there's a Mew-style hidden monster that can only be found by scanning in

the necessary card - who knows? Tie-ins with the Game Cube are also planned.

## WWF BETRAYAL

COLOR PREVIEW

This time it's personal...

WWF Betrayal takes wrestling out of the ring as our hero, poised to win the WWF Heavyweight Championship, is robbed of sure victory. He pursues the culprit backstage only to find WWF owner Vince McMahon lying unconscious. As he slowly comes around, the truth is realised: Stephanie McMahon-Helmsley has been kidnapped! In a fit of rage, Vince McMahon vows utter vengeance and promises to re-instate the championship if our Hero can rescue his daughter and bring the unknown assailant to him. Time for you, As The



Rock, Stone Cold Steve Austin, Triple H or The Undertaker, to run around beating people up in your quest to rescue the girl. Sounds like Double Dragon with wrestlers to us, but if it plays well, who cares? Expect lots of special moves, handy weapons and bone-crunching brawls when this hits the shelves in August.



# KAO THE KANGEROO

Marsupial madness comes hoppin' onto the Advance...

*Kao the Kangaroo*

(pronounced K0, hence the boxing gloves he wears – geddit?) exploded onto the Dreamcast and PC last year, but to mixed reviews. There was nothing much wrong with it – it's pretty enough, he bounces along smoothly enough, and the game as a whole's big enough, but it's soooooo derivative. It uses every platform cliché in the book – a lava level, a forest level, a slippery-slidey ice level, collect 100 objects for an extra life. Sound familiar? Well, our boxing, bouncing buddy is coming to the Advance in an all-new adventure, which will hopefully add some much-needed originality to its tried-and-tested platform formula.

ADVANCE PREVIEW



It's to be one-player only, but includes snowboarding sub-levels. The graphics are crisp and cartoony – just check out the screenshots. It's less busy than, say, *Rayman Advance*, but this is not always a bad thing.

A preview copy of the game shown off at a recent videogames show seemed to offer little more than the expected jumping and punching, but if the level design offers a spark of genius lacking in previous Kao games, it could yet be a marsupial marvel.



# HARRY POTTER AND THE SORCERER'S STONE

Wild wizardry from Electronic Arts...

Ever wanted to be a magician? Well now you can – on the GBC or GBA anyway. You take the role of Harry Potter as he enrolls in Hogwarts and embarks on a journey to unlock the secrets of his own magical abilities. You must complete and solve tasks and puzzles, learn how to use spells, gather potions and collect items, as well as battling creatures and occasionally facing off against evil characters. The game features Wizard



Cards which player can trade, both with characters in the game and with their friends through the Game Link Cable. To get 'em all, you must play the game more than once and walk different paths. There are

ADVANCE PREVIEW  
COLOR PREVIEW



over 100 characters from the books included, such as Professor Dumbledore, Rubeus Hagrid, and Draco Malfoy. Expect this one in the Autumn.

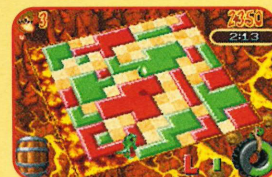
# DONKEY KONG: COCONUT CRACKERS

More money business from Nintendo's killer gorilla...

It's easy to sneer at these puzzle tie-ins which have next to nothing to do with their main characters, but let's give this one a break. Sure, it's a



pretty cheap trick to slap ol' Donkey onto what's basically a Tetris variation, but *Pokémon Puzzle Challenge* was a groovy game in its own right – *Donkey Kong: Coconut Crackers* may yet make the grade. Imagine *Tetris* viewed from above. You must fit the pieces onto a chessboard-like playing area, matching colours and making shapes to remove tiles. It supports four-player fun via



the link cable too. So where does Donkey Kong fit in? Expect a suitably silly plot (probably about banana theft), but apart from that, he doesn't. Ho hum...

# FAAAALL IN!

Sakura's squad are armed and ready, but what have they been up to this month? Let's find out...



IAN OSBORNE

Ian spent most of the month hiding from Sakura. "Every time I meet her", he complains, "she suggests another special offer like the free subscriptions deal on Page 22. It's costing us a fortune, but when she polishes her guns and loads another ammo clip in such a sexy way, how can I refuse her?" We suggest by telephone...



JAMIE WILKS

Jamie's been a busy little chappy this month. Between reviewing for GBX he's just started running a *Quake III* league on the net. For those of you not familiar with *Quake III* (and where have you been?), it's a popular online PC first-person shooter. Playing against other people is a real blast, and he's looking forward to the possibility of a cool link-up shooter being released on the Game Boy Advance!



JOHN HAGERTY

John's been enjoying the hot weather and watching football. It's been a good month for him, and as well as planning a trip later in the year with friends (which will involve mucho music, drink and women, apparently), he also finally won a car insurance claim against some bonkers woman who drove out of a side-road into his car and claimed it was all his fault (chuckle). Alas, despite being quids in, he still wants paying. Shame!



SIMON DREW

Simon's spent the last month in mourning at Birmingham City's latest failure in the play-offs. However, he's also been telling us that next season they'll go up automatically, leaving the rest of the first division behind. He also reckons he's met Elvis, the moon is made of cheese and that the PlayStation 2 is good value for money. Cor blimey!



OLIVER LAN

Oli's been trying to convince himself and everyone else that he's a clever chap really, and has been taking his final exams at Uni this month. Oh yes, extended sessions in the Students' Union bar have now been replaced by extended revision sessions in the Students' Union bar, so no one can claim he's not putting the effort in. Truth be told, he's looking forward to getting back to the serious business of gaming, and who can blame him?

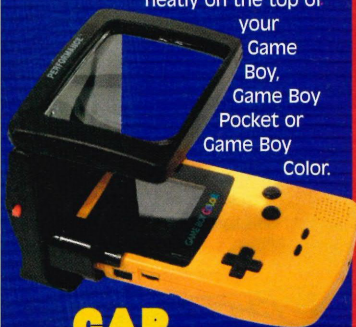


## SUPER ZOOM

Interact, £9.99

There's a million of 'em out there, but there's always room for one more if it's good enough. And the *Super Zoom* is good enough. It incorporates a light with a magnifying screen, and fits neatly on the top of

your Game Boy, Game Boy Pocket or Game Boy Color.



## CAR ADAPTER

Interact, £7.99

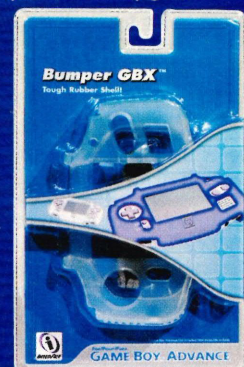
It does exactly what it says on the packet – the *Interact Car Adapter* lets you play your Game Boy Advance in a car by plugging into the vehicle's cigarette lighter socket. Just the thing to save batteries on a long journey...



## BUMPER GBX

Interact, £9.99

Now you've splashed out around £80 on your GBA, how about spending another tenner to protect your investment? The *Bumper GBX* is a rubber shell for your Advance, which protects it against minor bumps and bangs. Just the thing if you're a clumsy git...

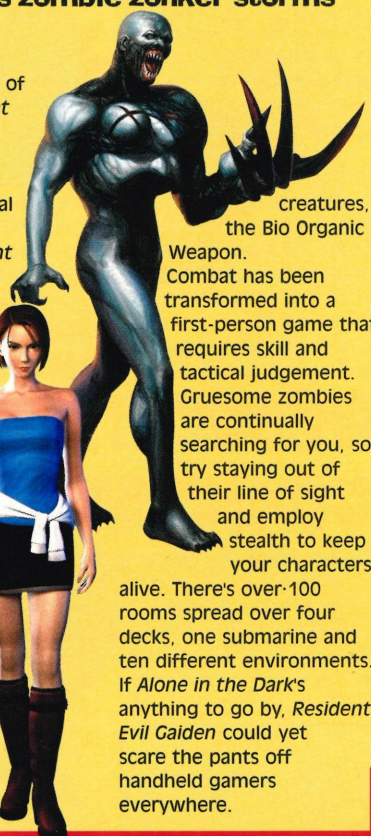


## RESIDENT EVIL CAIDEN

COLOR PREVIEW

The infamous zombie zonker storms the GBC...

The GBC conversion of the original *Resident Evil* was canned months ago, but Capcom's controversial survival horror series is still on the way. *Resident Evil Gaiden* is expected this Christmas! Boasting a storyline that's unique to the GBC, *Resident Evil Gaiden* launches *Resident Evil* stalwart Barry Burton on a brand-new adventure. While on this special mission aboard the infested Starlight pleasure cruiser, Barry must locate and destroy the dreaded source of all the undead



creatures, the Bio Organic Weapon. Combat has been transformed into a first-person game that requires skill and tactical judgement. Gruesome zombies are continually searching for you, so try staying out of their line of sight and employ stealth to keep your characters alive. There's over 100 rooms spread over four decks, one submarine and ten different environments. If *Alone in the Dark's* anything to go by, *Resident Evil Gaiden* could yet scare the pants off handheld gamers everywhere.

## BARBARIANS

Barbaric beat-'em-up batters its way onto the Advance...

ADVANCE PREVIEW

The beat-'em-up hasn't been the most fighting fit genre on the hand-held. With one or two noble exceptions, Game Boy fighters have suffered from limited moves (eg. this issue's *Shrek*) or lousy AI enemies you can slap around with your eyes closed (the *X-Men* games). Hopefully, Titus' *Barbarians* will harness the power of the Advance and hack and slash its way to the forefront of a struggling

genre. Based on gladiatorial battles of old, *Barbarians* features multiple opponents, cheering thugs and four-player mayhem. The arenas are fully 3D, and scattered with objects you can use as weapons. We haven't seen this one in action yet, but judging by the screenshots, there's some real eye candy on offer. We'll fill you in on how it plays nearer its 2002 release date.

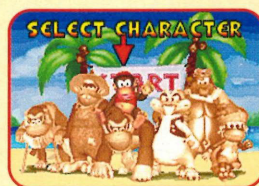


## DIDDY KONG PILOT

ADVANCE PREVIEW

High-flyin' fun with the true king of the swingers...

Remember *Diddy Kong Racing*, that cool N64 opus that borrowed from *Mario Kart* but managed to blaze its own trail by beefing up the one-player quest and adding new vehicles? Well, *Diddy Kong Pilot* on the GBA is based around its aeroplane levels. Like Mario's motoring marvel, *Diddy Kong Pilot* features a range of characters, each of which trades speed against manoeuvrability. The heavier guys like Donkey Kong and Krush have great top speeds but little in the way of



turning power, while the smaller racers like Diddy are well nippy but lack wellie in the engine department. Unlike *Mario Kart*, each character has its own individual storyline that unfolds with each victory. There's a four-player mode, where you can take on three of your mates in a race across the skies, and even a dogfighting game where you blow each other to bits.

Another addition is the tilt chip, which allows you to control your plane by tilting the BA instead of using the D-Pad. Here at GBX Magazine, we doubt it will work very well and will never become instinctive, but hey, it's only an option. There's no UK release date set at present, which is as irritating as it is typical, but our guess is Christmas.

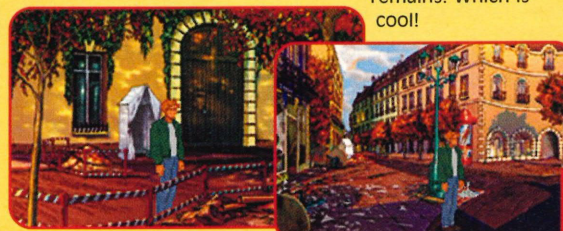


## BROKEN SWORD GOES BAM!

Last ish we told you Revolution Software's PC and PlayStation hit *Broken Sword: Shadow of the Templars* is coming to the Game Boy Advance, but no one had offered to get it on the shelves (Revolution is a

programming team). Well, BAM! has scooped it up, and intend to get it out for early 2002.

The interface has been changed to suit the handheld, but the point-and-click adventure gaming remains. Which is cool!





## MARIO KART ADVANCE

The one we're all waiting for...

*Mario Kart Advance* – everyone knows it's on the way, everyone's desperate to get their hands on it and everyone's asking the same three questions; when's it coming out, will it be like the SNES version or the N64 game, and what sort of four-player modes will be offered? Well, now it's time for some answers...

*Mario Kart Advance* was expected to hit the shelves at the same time as the GBA, but Nintendo being



Nintendo, it got delayed. There's no release date yet, but we reckon it will be out in time for Christmas. It's based on the SNES game, but it looks even better. The power-ups are won by driving into a cube labelled with a question mark. This is closer to the N64's power-up diamonds than the SNES's floor panels, but that's no bad thing. The screen rotates more crisply



than the SNES classic too, but apart from that, their gameplay is almost identical. Four-player gaming is the order of the day, but Nintendo hasn't yet announced whether you can multiplayer with a single cart. Our guess is yes, but only on certain levels, like *F-Zero*. The Battle Mode is there alongside the inevitable four-player races.

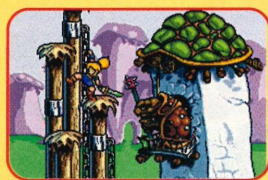
When it comes to multiplayer gaming, *Mario Kart* is one of the all-time greats. With the added attraction of each

player having their own screen, the Advance version could yet prove to be the definitive one. Let's just hope the players don't all need their own cart...

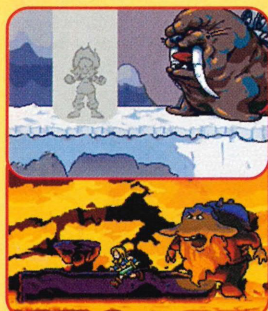


## LADY SIA

That's why the lady is a champ...



Forget Xena – *Lady Sia*'s the true warrior princess. Forget the Animorphs. *Lady Sia*'s the best shapeshifter. And forget Buffy. No real reason, but her acting's so bad she's best forgotten. Slated in for a September release, TDK's *Lady Sia* is a colourful cartoon leap-along in the *Strider* mould, but without the futuristic setting. As said Sia, you must save your homeland from the cruel, savage beastmen, the



T'soas. Why does no one ever have a sensible name in a videogame? Each world has five levels and a boss baddie, and you accumulate treasures and magic as you go. Each game world, such as Human World, Peripheral Realm (where presumably you fight carry cases, battery packs and worm lights) and T'soa Empire, has a secret level to discover, so even after you've beaten the big, bad sorcerer Onimen, there's still a good reason to try again. If it plays as good as it looks, TDK could be onto a winner here.

## COTTA SURF 'EM ALL...

Pokémon #004

### CHARMANDER

**Stats**  
With their flaming tail, Charmander are tough Pokémon to handle, even for a skilled trainer. Starting a new game with a Charmander can be difficult, but if you can harness its power, the effort will pay off in early battles. If used correctly, they will evolve into Charmeleon and Charizard.

TYPE: Fire  
HEIGHT: 1.6 m  
WEIGHT: 8.5 kg  
EVOLUTION:  
Charmander-Charmeleon-Charizard



Pokémon fans everywhere should check out the official Pokémon web site, [www.pokemon.com](http://www.pokemon.com). It has just about everything you could ever need. There's an episode

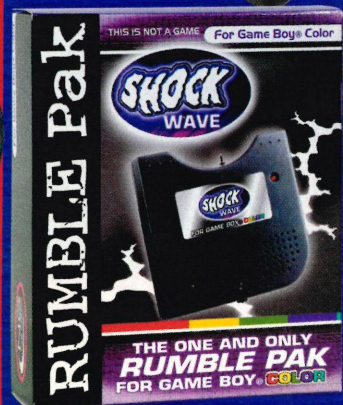
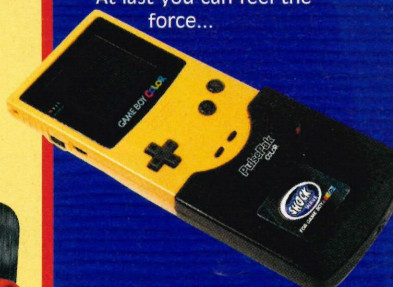
guide, a feature on the Pokémon movies, info on the card games and comics, and even a PokéDex which lets you access information on all 151 Pokémon from the Red, Blue and Yellow games. Hopefully, they'll soon update it with the creatures from Gold & Silver too. If you haven't got access to the Internet at home, check out your local cyber-café or public library. You can access the Internet here for a small fee, and even print out pages.

## SHOCK WAVE

Datel, £9.99

Force feedback has become increasingly popular on the big consoles, with almost every PlayStation game offering rumble compatibility, but there are very few such devices on the GBC. The best of them is undoubtedly Datel's *Shock Wave*, which vibrates and rumbles in sync with the game's sound effects.

At last you can feel the force...



## SPORT SHELL HARD CASE

Interact, £19.99

The *Sport Shell Hard Case* is the all-in-one carriage solution for the Game Boy Advance. This tough, weather-resistant case is roomy enough to store your games and peripherals as well as the console itself. With its bright orange shell, you won't lose it in the dark either!





# PIKACHU WANTS TO PLAY!

**Five Pokémon Pikachu Colors must be won!**

Pika-Pika-Pikachu! The Pokémon Pikachu Color is more than just a cyberpet. It's also a pedometer (a device that measures how far you've walked), and earns you Watts which you can transfer to Pokémon Gold & Silver. Sounds confusing, but it's really cool. Clip your Pokémon Pikachu Color to your belt and it counts the steps as you walk. This figure is

converted into Watts – the further you walk, the more you earn. You can then gift your Watts to a friend (if you're generous enough), send them to your copy of Gold or Silver for a mystery gift or gamble them in the unit's mini-game. Pikachu relaxes with 20 new activities to watch, and you can even compose your own background tunes!

We have five Pokémon Pikachu Colors to give away. To stand a chance of winning, answer this simple question:

**Q:** Which Pokémon is featured in the Pikachu Pedometer?

**A:** Elekid      **B:** Bayleef      **C:** Pikachu

Easy-peasy, eh? When you think you know the answer, ring the Pikachu Pedometer Competition Hotline.

**GBX POCKET PIKACHU COMPETITION LINE**

# 09064 701720

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and closes at midnight on Sunday, 8th August 2001. The editor's decision is final and no correspondence will be entered into.

## SPYRO: SEASON OF ICE

ADVANCE PREVIEW

**Enter the dragon...**

One of the cutest critters ever to grace the PSX is on his way to the GBA. The ever-loveable *Spyro the Dragon* appears in a GBA-dedicated adventure, *Season of Ice*, which hits the shelves in the US in November but no release date has been set over here (boooooooo!). While taking a break in Dragon Shores, Spyro receives a message that a careless



Rhynoc wizard has captured Zoe and frozen all the fairies throughout the Fairy Realms. Using her last bit of magic, Zoe sends a magic balloon to Spyro for help. Determined to save his

friends from the wicked wizard, Spyro teams up with his friends Hunter and Sparx to save Zoe and free as many of the frozen fairies before time runs out.

Together, Spyro and his friends confront all new bosses and lands never before seen with dragon eyes.

Players will experience the traditional 3D *Spyro* worlds made famous on the PlayStation and enjoy *Spyro*'s classic effects and abilities while exploring 30 new and enchanted levels, including Lava Prairie, Hummingbird Village, Honey Marsh, Roman Holiday, Star Park and Age Speedway. If you like platform games with plenty to explore, this is the one to watch.



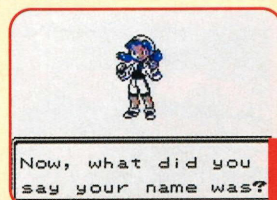
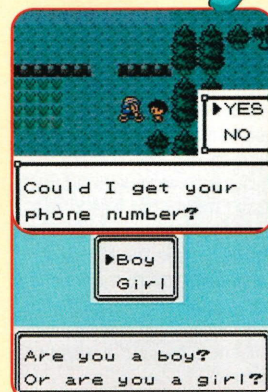
## POKEMON CRYSTAL GAME BOY BUNDLE

Nintendo is to release a new Game Boy Color pack, featuring *Pokémon Crystal*. The Limited Edition *Pokémon Crystal Bundle* features a kiwi-



coloured GBC and a copy of the game, and will cost \$79.99 in the States.

The Limited Edition *Pokémon Crystal Bundle* hit the shelves on 30th July over there, but no UK release date has been set (aarrghhhh!).





# OVERSEAS NEWS

**It's time for our worldly-wise wonder-girl Sakura to take to the skies once more, bringing back some crazy carts from far-away places...**



**Y**'know, I scour the world picking up foreign carts for ya, but all you guys have to do to get 'em is check out your local import store. There's some great games out there just itchin' for your Game Boyz, but also some terrible travesties ya wouldn't use as a doorstep in the bog. That's what I'm here for – not to use as a doorstep in the bog, but to separate the combat-ready carts from the lame deserters. So let's load our gunz for this month's whistle-stop tour of da world...

In case ya don't know, **Moorhuhn** is German for moorhen. It's also the name of a scorchin' Game Boy Color cart. This mean ol' number puts the fun back into bloodsports, without terrorisin' wildlife for real. It plays like the old coin-op *Operation Wolf*, in that you control ya crosshairs as you

blast away at da birdz, shootin' balloons for power-ups as ya go. It gets kinda samey after a while, but if ya see it cheap, kewl! Konami's rip-roarin' Advance RPG **Monster Guardians** looks like a real hum-dinger, but it's kinda hard to play if ya don't read Japanese. It's a kinda cross between *Final Fantasy Tactics* (that mucho-hyped Japan-only PSX offering) and *Pokémon*. Ya can collect 142 creatures, and as the developers once claimed 143, ya might be gettin' a Mew-type secret monster too. Game-wise, it's a kewl role-player with the emphasis on 3D battle scenes, as ya can see from the shotz. Ya can play it without reading the text, but it's kinda awkward, and ya lose the plot (in a manner of speakin'). Keep ya eye on this one, but

## KIRBY TILT 'N' TUMBLE

COLOR



wait for the English-language version.

### Tumbling Act

Okay, **Kirby Tilt 'n' Tumble**'s kinda gimmicky, but the gimmick works and it plays really well. The aim of the

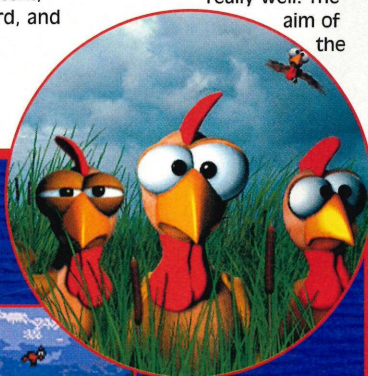
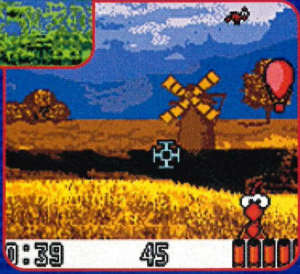
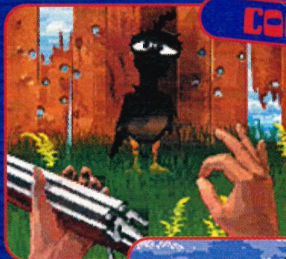
game is to guide the ball-like Kirby to the level goal. Not with the D-pad, but by tippin' and tiltin' the Game Boy itself, the cart's special sensors detectin' which way ya tiltin' it and how far it's tippin'. Jerk da Boy and the big 'K' jumps. Kewl! All the expected featurez are there, like cannons, narrow bridges, floating platforms and collectable stars, but ol' Kirby can't inhale his foes and steal their powerz in this game. **Kirby Tilt 'n' Tumble**'s only real hassle is tilting the Boy

can make it a pain in the butt in artificial light, as it's hard to avoid screen reflections while rockin' it. Still, it's a kewl game, and more than just a novelty. It's already out in America and Japan, but next planned in Blighty. Reckon it'll come by Christmas, though. Well thatz all for this month. I'll be back next ish, all gunz blazin' and ready to rock with more amazing import carts. Just beat a path to Page Nine, and I'll see ya there...

**Sakura**

## MOORHUHN

COLOR



## MONSTER GUARDIANS

ADVANCE





# SLOTS AWAY!

Have a flick through this issue, and you'll notice Capcom's raiding its arcade vaults for some cracking new Game Boy games. But what other classic arcade games have made it to our favourite handheld, and crucially, how do they compare to the coin-op originals? Simon Brew finds out...

## R-Type/ R-Type 2

### In the arcades

Two of the finest arcade shooters of the '80s, noted for huge, deadly-impressive graphics and some of the trickiest end-of-level baddies of their time (WE could kick their butts, of course). Sure, at heart it's standard shoot-'em-up fodder, but it's cracking good fun too.



### On the Game Boy



Game Boy owner should have a copy of *R-Types!*

We simply couldn't have asked for more than this. Not only do we get an arcade-perfect recreation of the first game and its equally fine sequel, they put 'em on the same cart! Every self-respecting

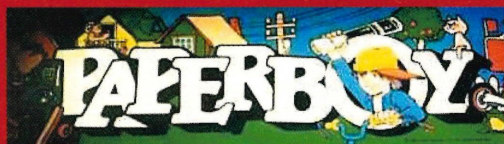
**GBC Improvement Rating:**



### In the arcades

## Paper Boy

A bit of an unexpected hit. Contained within an arcade machine that came equipped with a bike's handlebars, the idea was simply to ride along and deliver the papers, avoiding obstacles, damaging houses of non-subscribers and finishing with an assault course for bonus points. If you managed to complete a week of it, they you're a darn site better than us.



### On the Game Boy



A very faithful conversion which, whilst not adding anything particularly new to the game, manages to encapsulate the look and feel of it very well. It's still hard, though, and it does miss those handlebars.

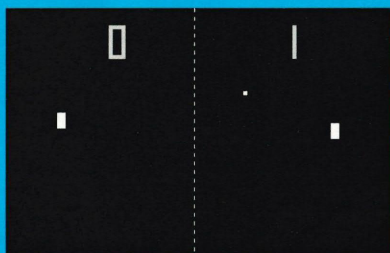
**GBC Improvement Rating:**



### In the arcades

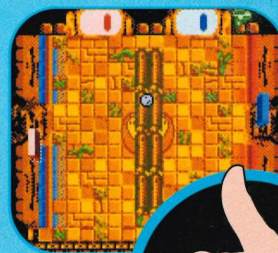
## Pong

Ah, the very first arcade game (and yes, we're old enough to remember it). Two bats, one ball, and a score chart. Yup, it's true to say we didn't like it then either.



### On the Game Boy

Full credit to Hasbro Interactive for having a stab at updating the game, and it's certainly an improvement over the coin-op. Unfortunately, as a game, it still stinks, despite all the fancy bells and whistles they've added. Ho hum.



**GBC Improvement Rating:**





## In the arcades

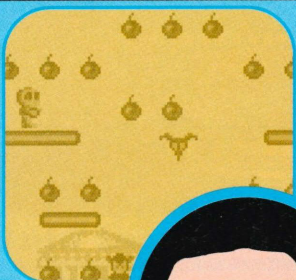
This one's digging into the vaults a bit. Based around another simple idea – zooming around a screen and collecting bombs – *Bomb Jack* proved you don't need fancy frills to make a compulsively-playable game. We like it. A lot.



### Bomb Jack

## On the Game Boy

A colour version would be nice, but Infogrames' 1992 conversion still stands the test of time. It might be tricky to find now, but it is a cart worth seeking out, even if the arcade version is slightly superior to the handheld version.

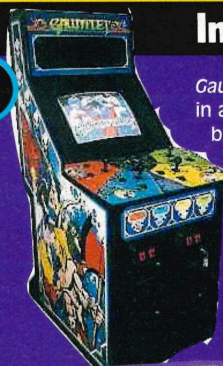


**GBC Improvement Rating:**



## In the arcades

*Gauntlet*, eh? That game of several explorers trapped in an endless stream of mazes, complete with baddies, keys, treasure and traps. The limited gameplay (it was fun, but ultimately repetitive), whilst enjoyable in its own right, took a back seat when you crowded a few mates round the cabinet. One of the best social games of its era.

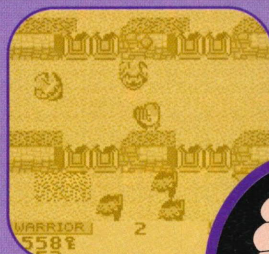


### Gauntlet & Gauntlet 2



## On the Game Boy

Ah, this one's a bit more problematic. *Gauntlet* needs a big screen, and cramping the action onto the Game Boy obviously takes its toll in terms of gameplay (although it's still fun to play). It also means the famed multiplayer mode is a no-go, thus robbing the game of most of its best bits. Can't win them all, eh?



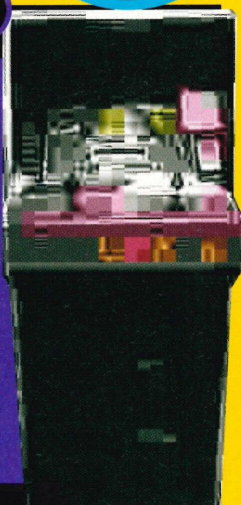
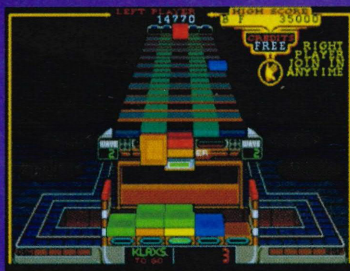
**GBC Improvement Rating:**



## In the arcades

### Klax

Addictive stuff, although never likely to tempt you away from a game of *Out Run* or *After Burner* (anyone remember them?). The idea of arranging blocks into lines (or klaxes) certainly borrowed from *Tetris*, but there was enough to *Klax* to make you want to play it anyway.



## On the Game Boy

The handheld is a more natural home for *Klax*, where you can easily sit down for an hour and try and beat your high score without the need for pummeling coins through a slot. Okay, the conversion adds nothing to the game, but it does do exactly what it says on the box, and is a fine puzzle game to boot.



**GBC Improvement Rating:**

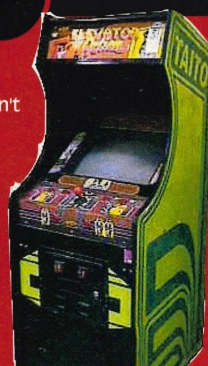


## In the arcades

### Elevator Action



Another real oldie that proves you don't need fantastic graphics to make a memorable game. You start at the top of various buildings, using the elevators to descend to the bottom, whilst checking behind the various doors for extra weapons to take out the various resistance you meet, and seeing if you can find your mission objective whilst you're there. You need stealth. You need tricks. You need a good trigger finger. You needed lots of ten pences...



## On the Game Boy

...But you don't need ten pences any more, for this stonking Game Boy conversion not only encapsulates the fab gameplay of the arcade original, but also gives the game a lick of paint to make it look better than ever. Yet another testament to the quality of the GBC.



**GBC Improvement Rating:**





## In the arcades

## Rainbow Islands

The sequel to *Bubble Bobble*, *Rainbow Islands* is justly heralded as one of the best coin-ops ever. Bursting with hidden secrets, the idea was to conquer each of the islands in the game by firing rainbows, which, cunningly, can also be used to climb onto higher platforms. Gadgets, eh?



## On the Game Boy



Fewer islands for starters, with just six making it to the finished release, but nonetheless this is yet another fantastic GBC arcade conversion. It's also another game that benefits from being played away from the arcades, simply because there's so much to explore. So in that sense, a thumbs up to the GBC version, and this really should be at the top of your wants list. It's even got that fantastic tune!

## GBC Improvement Rating:



## In the arcades

## Frogger

Hmmm. Take a frog. Guide him and his pals to the other side of the road, whilst not getting crushed by a car or falling in a river (in arcade games, frogs seem to have an aversion to water, clearly). Damn stupid idea if you ask us. But a genuine arcade classic and good fun to play, even now.



## On the Game Boy



...As this able Game Boy conversion proves! It's just as maddeningly addictive as ever. You're hard-pushed to notice much in the way of improvements over the coin-op gameplay-wise, but the smarter graphics of the GBC are certainly welcome. And as for the game itself, it's still fun, and that's not bad for a title that celebrates its 20th birthday this year (and if you're after something more, *Frogger 2* on the GBC is a cracking little game too).



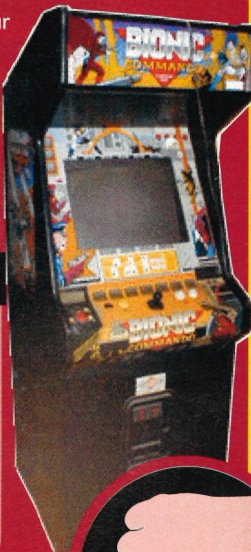
## GBC Improvement Rating:

## In the arcades

## Bionic Commando

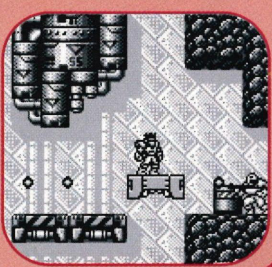


A fun little romp, as you use your bionic arm and trusty gun to swing, shoot and manoeuvre your way through some quite tricky levels. An unusual game for its time, but by crossing the standard platform blaster with the multi-talented arm, it was always good for a quick go.



## On the Game Boy

Just to show everything doesn't always go to plan, this old conversion of the fun coin-op is just too restricted by the screen size, and does, to be fair, cry out for a colour version. Are you listening, Capcom?



## GBC Improvement Rating:



## ...And on the Advance!

The great arcade conversions aren't just restricted to the Game Boy and Game Boy Color – there are some cracking titles in the works for the Game Boy Advance too! Pick of the bunch thus far looks to be the beat-'em-up *Final Fight* (*Final Fight One* on the GBA), which was also popular on the SNES once upon a time. For real retro fans, look out for *Namco Museum*, which promises arcade-perfect recreations of *Galaga*, *Pole Position*, *Dig-Dug* and *Ms Pac Man*. Or you could just have another go at *Mario* instead...





FOR GAME BOY® ADVANCE  
AND GAME BOY® COLOR

# WORLD PORT GBX

E-MAIL FOR GAME BOY®!



R.R.P  
£24.99

## Main Menu

- Mail...
- Modem...
- Accessories...
- Prefs?

## In-box

In: Nov 30, 1999  
Re: Hello  
Re: Jillys  
Favourites  
Fw: parrot (fwd)  
Re: wanted

## Compose

This is just a

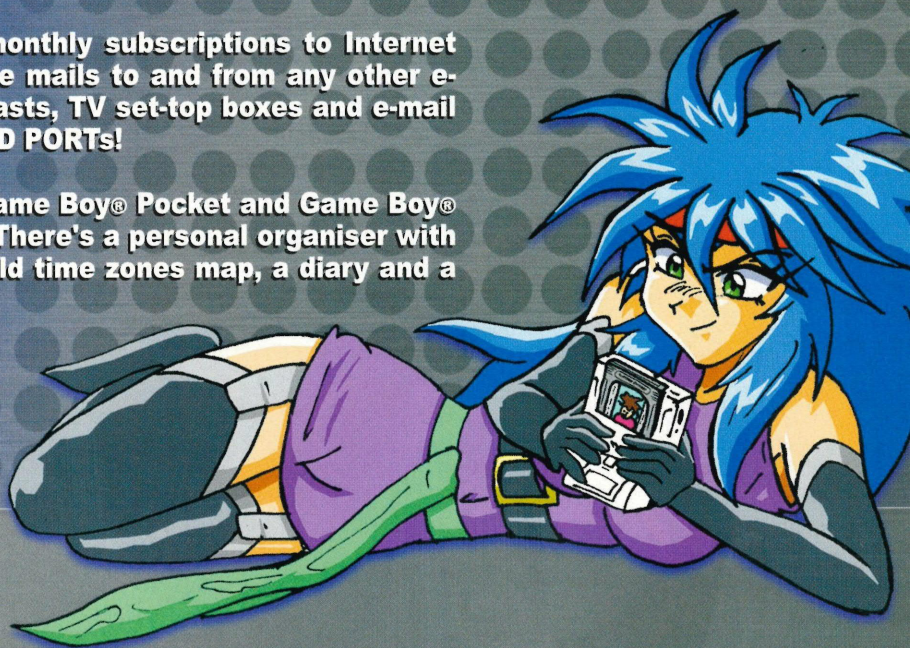


The revolutionary WORLD PORT™ from Dattel Electronics brings full e-mail functionality to Game Boy® Advance and Color. With a WORLD PORT™, you don't need an expensive computer to send electronic mail to your mates. Instead, you can send and receive e-mails through your Game Boy using WORLD PORT's™ unique on-screen virtual keyboard.

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GBX

# ACTION REPLAY GBX

It's almost ready, and Sakura got her hands on a prototype! But what did she think of it?

**K**ewl – and double kewl! This Dattel Action Replay GBX really is the business for blowin' your fave Advance games wide open and uncoverin' all their secrets. Let me tell ya about it...

As ya all know by now, the Action Replay GBX is a top cheat cart for the Advance, and lets ya crack open the gamez by givin' yourself infinite lives, infinite ammo, infinite health; you name it, the Action Replay GBA can do it! But how? Well,

information such as how many lives ya got, how many bombs ya carryin' and how many more hits

ya can take before ya keel over and die are stored in the game program. What the Action Replay GBX does is to find that part of the computer program (called the 'address') and kinda change it.

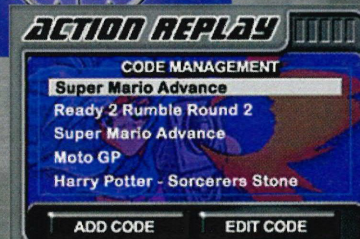
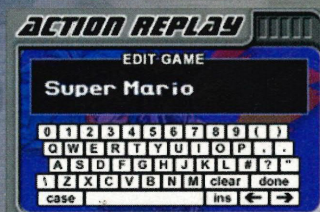
For example, if you start a game with three lives, somewhere in the program will be a 'lives' number that's set to three. When ya get killed, as well as blowin' your space ship into little bits or topplin' your action marine, the game reduces this number by one – ya start with three lives, ya die once, so now ya got two. Simple. Unless ya usin' an Action Replay GBX!

## Codebreakin

With a kewl code from the Code Junkies (check out

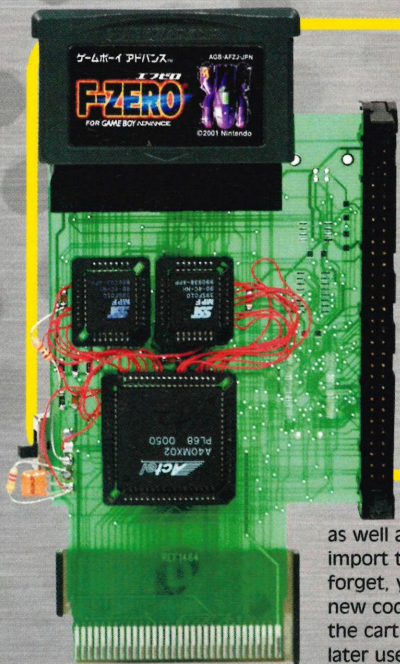
## Screen Test

Like I said, the Action Replay GBX has a really kewl menu system that's a zip to use. The menu screens are clear, and jeepers! They've even put my picture on 'em! Cheers guyz – you're da biz!





their details elsewhere on these pages), ya can stop the game taking one of your precious lives, even though ya been killed. Just tap in the Code Junkies' Infinite Lives code and when ya next get ya backside blown clean away, the program sayz 'cut the number of lives from three to two', but the Action Replay GBX sayz, 'no way, José - keep it as it is'. And the Action Replay GBX gets its way! Every time you're killed, the program is instructed NOT to reduce ya lives, so they never go down. Kewl - live as often as ya want! Needless to say, this trick also works with ammo, health, useful items and just about anythin' ya can use or lose during a game. With the right code, you can have anythin' ya like. There's more to the Action Replay GBX than infy everythin', though. Remember Mew in *Pokémon Yellow*? Ya couldn't find him in the game at all, but the Action Replay Xtreme could catch him for ya! The Action Replay Advance can also uncover hidden characters, items and levels.



The code boyz are bustin' open Advance games as we speak. The Action Replay GBX hits the shelvez at the end o' July, and will cost £29.99. Barg! Corkin' codez for near-on every Advance game out there will

## From This... ...To This

The Action Replay GBX I wuz playin' is the size of a small roofin' slate. It's a prototype ya see, and they need to build it on a great big circuit board so they can keep choppin' and changin' until they're absolutely sure they got it right. Well, they're sure now, and they're beaverin' away on shrinkin' the kewl electronics right down to size until it fits into this neat lil cart. Jeepers - what a transformation!



be built into the cart, as well as scorez o' cheats for import titles too. And don't forget, ya can get hold o' new codez, enter 'em into the cart and save em out for later use! Check out the 'Trackin' Down Da Codez' section for detailz on where to find 'em. I'll be back next ish with the full low-down on the Action Replay GBA's built-in codez; stay tuned. Ya gonna have to!

## CODEjunkies

### Trackin' Down Da Codez

Okay, ya got ya built-in codez, but what about games released AFTER the Action Replay GBX? How do ya get hold of codes for them? The Code Junkies cheat team is dedicated to bustin' every Game Boy

Advance game as soon as it comes out, so there's always plenty of new codez out there.

The Code Junkies web site, [www.codejunkies.com](http://www.codejunkies.com), is always neat for a cheat. Remember, ya can get on the web in most public libraries now, and also in cyber cafes, so ya needn't worry if ya haven't got the Internet at home. The Code Junkies send a regular e-mail newsletter packed full of codez, and ya can receive 'em on a Datel World Port - check out Page 44 for details on this nifty device, as well as a special offer.

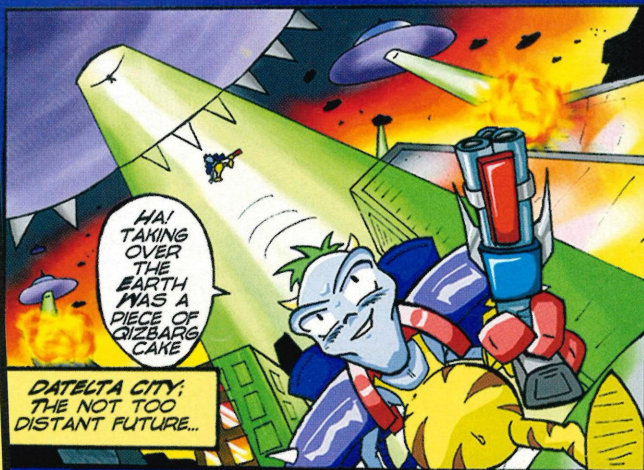
The Code Junkies also run a telephone line - 09064 77 44 77. Keep a pen and paper handy, and remember the callz cost 60p a minute at all times, so check with whoever payz da bill.

Finally, here at GBX we get first dibs on some of the gamez anyway, so our corkin' Action Replay codez are the best in the land - check 'em out over on Page 45.





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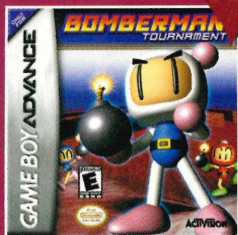




Remember, you can't step over bombs once you've planted them. Don't trap yourself.



# Bomberman Tournament



DAMAGE: ..... £34.99  
ON SALE: ..... OUT NOW  
WHO: ..... ACTIVISION  
TYPE: ..... ACTION GAME  
NO OF PLAYERS: ..... 1-4  
SAVE SYSTEM: ..... BATTERY BACK-UP

**Bomberman's back with a bang, but will he bomb? Ian blows the game wide open...**

**B**omberman's madcap party games were a blast on the 16-bit machines, but on the N64 he bombed. The wide-open multiplayer arenas made it difficult to trap your targets, and attempts at a one-player storyline mode failed on every format. Until now. Yep, not only does *Bomberman Tournament* offer a 2D SNES-inspired

four-player scrap, it's also got the only decent plot-driven one-player *Bomberman* game ever. Let's start with the multiplayer maul. Taking place in 2D arenas viewed at an angle, four Bombermen (computer-controlled or human) blast their way through the scenery. Grab power-ups to boost your bombs, move faster or the like, and (hopefully) catch your enemies in a four-way blast. Be warned – they can blast you too, and you can even be fried by

your own firebombs. It's a kind of cartoon deathmatch, and really comes alive when you're bombing it out with a few chums. Full marks to Activision for giving you the full multiplayer experience with a single cart too! Alternatively, play the battle bits on your own with the computer taking control of the other three geezers.

## What's the Story?

And the story mode?

It's an adventure opus in which Bomberman must tackle five worlds, conquering their end-of-level bosses and rescuing his buddy Bomberman Max. It plays like a traditional RPG, with towns to explore, people to meet and monsters to mash. Think *Zelda* with our bomb-dropping buddy as the main guy crossed with *Pokémon*-style helper-gathering, and you're pretty-much there. You earn money by toppling

foes and spend it on new weapons (all in keeping with the *Bomberman* theme, of course), items, and health for yourselves and the helpers you win by playing minigames. It isn't

up there with *Zelda* and wouldn't shine on its own, but as a bonus blast, it's a major-league boon. In multiplayer mode, *Bomberman* is one of the all-time greats, and it's perfect for the advance. The SNES

original has been polished and expanded for the new release without losing what made it such a killer cart in the first place. Another GBA must-buy.

**Ian Osborne**

## Back-Seat Bombing

In the multiplayer mash, dead dudes sit on the sidelines and throw bombs into the arena; check out Mr Blue and Mr Black at the top of this shot. You can't place them with any precision, but let's face it – it would be cheesy if you could. As well as letting an eliminated player fight on instead of getting bored, it's also cool for ganging up on a bomber who's way out in the lead.



**Blast your way through the breakable bits then blow your buddies to bits...**



**XTREME RATING**

### Uppers

- + Brilliant multiplayer madness.
- + Credible plot mode.
- + Unrestricted one-cart multiplayer.

### Downers

- Not a huge leap forward.

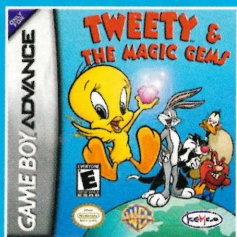
### Summary

A worthy addition to a fine tradition. A return to form for our dynamiting dude.



**92%**





DAMAGE: ..... £29.99  
ON SALE: ..... OUT NOW  
WHO: ..... KEMCO  
TYPE: ..... BOARD GAME  
NO OF PLAYERS: ..... 1-2  
SAVE SYSTEM: ... BATTERY BACK-UP

# TWEETY AND THE MAGIC GEMS

And so the first GBA board game enters the office. But as Simon discovers, Tweety's more of a bored game...

## Shopping!

After every battle, each of the characters is awarded a certain number of character points, which can then be taken into one of the shops found in the cities within the game. In the shop, you can then buy little goodies to help you in your quest, or hinder your opponents in theirs!



What do you get if you mix the good old family values of the boardgame, some popular Warner Bros characters and a Game Boy Advance? Unfortunately, you get a bit of a mess.

*Tweety and the Magic Gems* is a simple series of games based around a mission to stop Tweety Pie turning to stone. To do this, the player must collect five magic gems ahead of the opposition before Tweety is 100% solid. These gems are located across the world, and you move your piece simply by pulling out a playing card, which determines the number of spaces to move. Then off you trot, as you enter cities, battle with other players through a series of minigames and aim to get the gems first.

### Canary Capers

The minigames – of which there are 16 – come in all shapes and sizes, and you can choose to ignore the main game and simply play these (available as a separate option from the menu screen). They include The Pipe (pick the right pipe to get to the exit), Free Throw (throwing balls into baskets), Hit the Ghosts (smack the ghosts with a big mallet

– good fun, this one), Water Rocket (prime a rocket then launch it with enough water inside to reach a target), Crush Hammer (hammer obstacles out the way in a rush to the finish line), Crush Ice (er, the same as before except the obstacles are blocks of ice) and Coconut Throwing (better – aim your coconuts so they hit the crabs). Unfortunately, the majority of the games involve bashing one button, or a large slice of luck, which detracts from the fairness somewhat. The drawn-out boardgame

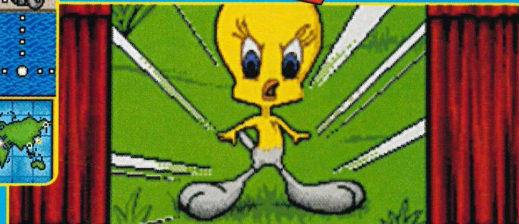
element doesn't really work either, rapidly losing its novelty as you spend most of the time sitting back and watching the computer make its move. Titles with lots of subgames can work, and anyone with a PlayStation is encouraged to discover the manic simplicity of *Bishi Bashi Special*, but in this case, despite the inclusion of Tweety Pie and co, there's simply not much fun to be had in their company.

Simon  
Brew

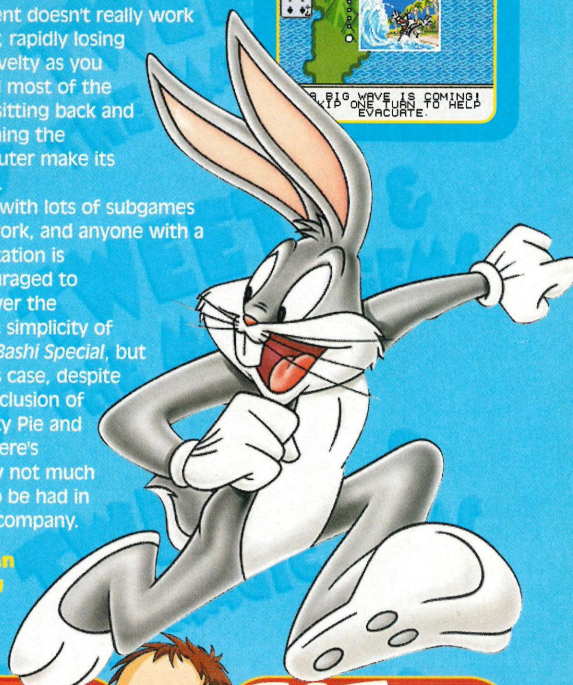


## Multiplayer Madness!

One of the selling points of the game is the ability to link up a couple of GBAs and have a multiplayer game. Only trouble is, most of the time you sit around waiting for the others to take their turns, which pretty-much drains all fun out of it.



TWEETY'S FEET BEGAN TO  
TURN TO STONE!



XTREME  
RATING

### Uppers

- + Bright graphics.
- + Good fun at first.

### Downers

- Unfair.
- Irritating.
- Eventually boring.

### Summary

A wasted licence and ultimately a not-particularly-good game, which you'll not pick up after a week.

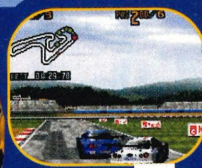


46%





If you see a car coming up behind you trying to overtake, simply move your own vehicle across and block it. It's a more effective tactic than it should be!



# GT Championship



DAMAGE: ..... £29.99  
ON SALE: ..... OUT NOW  
WHO: ..... KEMCO  
TYPE: ..... DRIVING GAME  
NO OF PLAYERS: ..... 1-4  
SAVE SYSTEM: ..... BATTERY BACK-UP

**New consoles give programmers new chances to show off, and *GT Championship* benefits from the power of the Advance. But as Simon discovers, it still ain't no classic...**

## Watch the Skies

Each race can be challenging enough, but *GT Championship* also throws weather conditions into the mix to add an extra edge. What's more, the GBA graphics mean when it's raining, it actually looks quite realistic. Naturally, wet weather makes the track that bit slipperier, and extra caution should be taken.

Let's face it – the Game Boy and Game Boy Color were never particularly short of into-the-screen racing games, and to be fair, many of them pushed the potential of the machine to breaking point. So what happens when the programmers are let loose

on the Advance? In this case, *GT Championship* happens, and it ain't half bad, either. The first thing to strike you is the visuals, which makes an immediate impact, and certainly raises the stakes as far as Game Boy racing is concerned. Coupled with smooth animation and rip-roaring sound effects, it's a

mighty good start. And things continue well. The game allows you to jump in for a quick race, or, for the real challenge, take on a seven-race Season Mode, whereby you have to qualify for each race before taking on the field in a battle for first place (there's a Time Attack option too). There's a small but sufficient supply of cars to choose from, and you certainly find a decent long-term challenge here, which



Keep reading the map in the top-left to make sure you're well prepared for any forthcoming corners!

## Tune Up

Before each race, you can tune up your car to give you that extra edge. The five areas you can tweak are the gear ratios (the game allows both manual and automatic transmission, by the way), steering, braking, tyres and aerodynamics. The dedicated racing game fans will not need telling that fiddling around with these factors affects both the handling of the car and the speed at which you get round the track. But don't worry if the thought of all this technical gubbins makes you a little uncertain – you can leave all the settings on default and still enjoy the game.



is further enhanced by the option for a four-player link-up, and the in-built course editor.

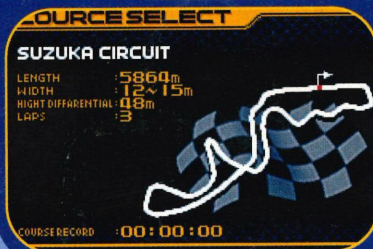
## On a Promise...

But there are two things that let *GT Championship* down. Firstly, and this is more the fault of the hardware than the cart, the game requires delicate controls (particularly on

corners), and you can't help feeling an analogue stick would have served us better than the GBA thumbpad. And secondly, the opposition cars simply lack the level of intelligence required to make this a truly challenging classic. Don't get us wrong – it's still a tough and enjoyable game, but it just could have been that little bit better, and certainly the claims made from the publishers

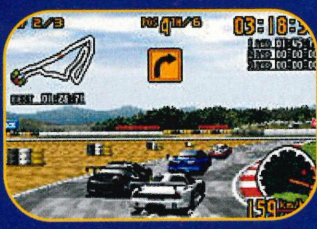
## The Championship

The game is based upon the infamous Japanese All Nippon GT Championship, recreating six of the best courses. Your aim is to work your way through from GT300 to GT500 (the higher class unlocks more cars), and when you finally win the GT500 Championship, you win the coveted GT Championship Trophy.



regarding opposition drivers having up to 15 types of driving behaviour don't seem to ring true in practice. But still, you can't deny this is promising stuff, and that *GT Championship* is the first in what is hopefully a long line of quality GBA racers. That it's not quite as strong as it could be is a shame, but don't let that blind you to the fact that this is still a quality racer in its own right.

Simon Brew



Just another sunny day on the streets of Birmingham.



### Uppers

- + Looks great
- + Quality gameplay.
- + Plenty of options.

### Downers

- Slightly disappointing AI.

### Summary

A well above average, if flawed racing game that goes some way to harnessing the extra power of the Advance.



# 82%



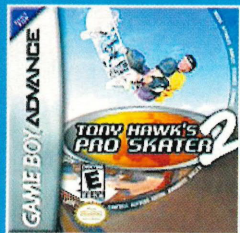


The best way to rack up lots of points is by perfecting your combos. You're far better rewarded for performing several tricks in a row than by going for them one at a time.

REVIEWS



# TONY HAWK'S PRO SKATER 2



DAMAGE: .....£29.99  
ON SALE: .....OUT NOW  
WHO: .....ACTIVISION  
TYPE: .....SPORTS SIM  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....BATTERY BACK-UP

You play plenty of duffers when you take on a job as a games reviewer. But as Simon discovers, titles like Tony 2 make it all worthwhile...

## Those Levels

The game consists of six different parks for you to strut your stuff around, each of which has hidden areas, special objectives and various objects to interact with. For instance, the first level requires you to knock over five different trash cans. As you progress through the game and your tricks expertise increases (and it's the sheer wealth of tricks that keeps the interest level so high), the challenges get that bit harder!

For a new console, the GBA isn't exactly short of killer games, the sort that simply make you want to go and buy the console. The only thing preventing *Tony Hawk's 2* from being the latest is that it's available on virtually every other machine. Because this is an outright classic, which you must go and buy, even if you already own another version of it. Now. You want to know why? Just think about all you like in games. The fun

factor. Addictive gameplay. An enjoyable challenge. Lots of things to do. New things to discover. Secrets to find. And without a word of a lie, *Tony Hawk's 2* has it all.

### Big Air

Converted from a successful outing on the consoles and PC, the first thing to note is

that the perspective has changed to accommodate the restrictions of a handheld. Instead of full 3D, you now get an overhead perspective, which still works remarkably well and gives you full access to a variety of challenging arenas. You can choose to explore these arenas in Free Play, or you can go for the jugular and choose the Career Mode, which is where the real fun is to be had. In this mode you pick your skater, and then get let loose on the first course (the wonderful warehouse level) where you have a variety of ways to rack up points and cash (and once you hit certain point levels and successfully navigate various in-level challenges, you get more cash). The idea is then that you pay out to unlock more levels, whilst buying new tricks and goodies for your skater, all the time expanding the boundaries of the game. The icing on the cake is the

translation. Frankly, it doesn't matter if you've not even been within ten feet of a skateboard in your life. This game should be near the top – if not at the summit – of your shopping list. We can't say it clearer than that.

**Simon Brew**



Chain tricks for big points.



The animation on the skaters is terrific.



## Trouble With Tricks?

If, for any reason, you're having trouble pulling off the various tricks, you can switch on the game's Kid Mode. This doesn't mean you don't still need to do all the work, you simply get better balance and stability, making the tricks slightly easier to complete. We'll all know you're chicken, though.



XTREME  
RATING

### Uppers

- + Hugely playable.
- + Long-term challenge.
- + Terrific fun.

### Downers

- Slightly fiddly controls.
- Tricky perspective.
- No multiplayer mode.

### Summary

An out-and-out classic, no question about it, and a wonderful GBA conversion. Go and buy it. Right now.



93%



~~£17.94~~

# SUBSCRIBE FOR FREE!

Get six issues of GBX Magazine for the price of the postage!

Hey, it's Sakura here, guyz and galz. I've been kinda busy just lately, checkin' out the latest games, putting together the greatest Game Boy mag in the known universe and joining the rebels on the planet Fraaak in their war against the evil overlord Zune. I still found time to bring ya the greatest offer to hit the Game Boy scene since Mrs Perkins from Perkins' Toys put the wrong price on a batch of GBCs and sold 'em for £2.50 each. Crazy! Thanks to me, the guyz who publish GBX Magazine have gone even crazier. They're givin' you a six-month subscription for next to nothin'...

It was my idea. "Let's get some mags out there", I said to da boss. "We can give everyone who asks a free subscription over the phone if they ring our £1.50-per-minute hotline. The call covers the postage so we don't lose anythin', and everyone will see what a great mag GBX is and never miss an ish again. So whadaya say?" He kinda liked my idea. At least I think he did - he nodded furiously and stammered out a 'yes' anyways. So, taking my gun barrel from under his chin, I said "thanks" and set up the best subscription offer this side of the Alpha Quadrant.

So how do ya take advantage of this sizzlin' offer? Read on, dudes...







# SEND NO MONEY: JUST PICK UP THE PHONE!

One call does it all - just pick up the phone and tell us your name and your address. We'll deliver GBX to your door every month for the next six months. We don't need a credit card number, and we don't want you to send a single penny!

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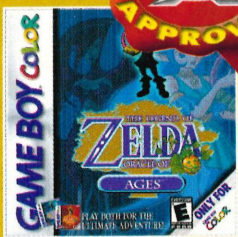
Lines are open twenty-four hours a day, seven days a week.  
Calls cost £1.50 per minute at all times, and last approximately three minutes.  
Sorry, this incredible offer is only available to residents of mainland UK.

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Play Oracle of Seasons first, if possible. Being less combat-oriented, it's easier and earning extra hearts and items to transfer over makes Oracle of Ages a bit less stressful.



DAMAGE: ..... £29.99 EACH  
ON SALE: ..... 28TH SEPTEMBER  
WHO: ..... NINTENDO/CAPCOM  
TYPE: ..... ACTION RPG  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... BATTERY BACK-UP

# Zelda: Oracle Zelda: Oracle

Typical, isn't it? You wait years for some new Game Boy Zeldas, and then two come along at once! Oliver Lan straps on some fetching green tights and has a look...

**N**intendo's gone Zelda mad of late, with so many Zelda games popping up in so short a space of time. But with *Oracle of Ages* and *Oracle of Seasons*, Nintendo has

delivered the first new, original Zeldas to the Game Boy since *Link's Awakening* way back in 1992 (*Zelda DX* doesn't count, natch). With Zelda creator Shigeru Miyamoto devoting so much time to the GameCube, he's allowed another team to develop these two latest Zelda titles. The spooky thing is that rather than have

another Nintendo team doing their stuff, he called in

Capcom's main gaming team, Flagship, to develop the new Zeldas. And yes, that is the same Flagship that brought *Resident Evil* to the world. Who would've thought it, eh?

## Sizzling Storylines

Things are pretty simple plot-wise. In *Oracle of Seasons* the, uh, Oracle of Seasons is kidnapped by the token evil dude and it's up to Link to collect the eight seasonal oojamaflops that will enable him to spank his botty good. In *Oracle of Ages*, the uh, Oracle of Ages

is kidnapped by.... I think you can guess the rest. That's not to say the games are *Pokémon Gold/Silver* Identikit copies though – there are big differences between the

two. *Seasons* is classic SNES-style *Zelda*, with the emphasis on action and only a light sprinkling of puzzles, while *Ages* is more closely styled on *Ocarina of Time* and *Majora's Mask*, and has far trickier puzzley bits and simpler combat. Although a lot of the characters you meet are the same,

the dungeons and worlds are very different in each game, so you really need both games to get the full picture. Should you buy both, you can easily transfer items and equipment across to the other game using a password system. It isn't required to beat the games, but you can carry across many helpful items, weapons, hearts and certain other things of interest from one game to the next. As for the gameplay, nothing much has changed – it's classic *Zelda*, with the usual

Link strikes a pose. Badly.



## Advanced Link

If you're one of the lucky peeps splashing out on a Game Boy Advance, you'll be chuffed to bits to hear of a few enhancements in the Oracles games when you play them on a GBA. In addition to more colourful graphics than even the GBC can muster, there's an extra shop in each game selling some very tasty items – this shop is unavailable on the GBC.





# of Ages & of Seasons

## The Missing Link

What is it with Link anyway? At the start of every game he's missing his shield, sword, slingshot and boomerang. You'd think that by now the gormless cretin would manage to get through the day without losing all his kit, wouldn't you?



Erm, blimey!



do the job nicely. If there are any problems, it's

that, much like previous Zeldas, there's a bit too much needless frustration in places, with deaths in dungeons requiring you to go back to the start and wade through the dungeon again. Granted, many parts of the dungeons don't need

to be repeated, but the constant trudging can get annoying – a few restart points scattered about would work wonders. Some slightly more original plotlines would also be nice as well. Still, all that's just nit-picking.

If you have a Game Boy Color (and if not, what the smeg are you doing reading this?), you'd be utterly barking not to pick up both these games

the instant they hit the shelves. Don't bother trying to decide between the two, get both if you can – you wouldn't be much of a gamer if you missed the Zelda boat, would you?

Oliver Lan

run of real-time monster-thwacking, heart-piece-collecting, puzzle-solving, tromping through puzzle dungeons before duffing up the final boss and lots of side-quests, mini-games and hidden 'Easter eggs' to uncover. The plot may be paper-thin, but there's gameplay where it counts, and as always, Zelda has it in spades.

### Hey Good Lookin'

Graphically, these games looks as good as possible for a Game Boy Color title, looking a lot like *Zelda: Link to the Past* on the SNES, with bright, colourful tile-based graphics and as much



Where there's Triforce, there's trouble.



## The Weakest Link

The only thing that lets these two titles down is the total lack of restart points throughout the dungeons. Pop your clogs in a dungeon and you need your hiking boots to yomp your way back to the place where you met your maker.



Link rides past a very large satsuma.



XTREME  
RATING

### Uppers

- + Hours of gameplay.
- + Near-flawless gameplay at that.
- + It's Zelda!

### Downers

- Ropy plotlines.
- Retracing steps tedious.
- Not cheap!

### Summary

Two essential action RPGs that are destined to be classics. This side of *Zelda DX*, you won't find better on the Game Boy.



91%





Sounds obvious, but drive on the right side of the road! It'll give you more of a chance to dodge vehicles.



DAMAGE: .....£19.99  
ON SALE: .....OUT NOW  
WHO: .....THQ  
TYPE: .....DRIVING GAME  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

# MATCHBOX: Emergency Patrol



These toy cars aren't going to end up flushed down the bog by your younger brother or chewed by the dog.



We all know the toys, but do we need them on the GBC? John's on patrol...

I must admit when I saw someone had based a game on Matchbox cars, it struck me as being a bit naff. Still, quite a few games sound naff on paper but turn out good (an Italian-American plumber rescuing a princess, anyone?). In *Matchbox: Emergency Patrol*, you play the

emergency services, which calls on you to drive a police car, ambulance or fire engine to sort out various problems in the city. These problems could be fires that need putting out, injured people who need medical treatment or criminals who need hunting down and cuffing. There are two sets of controls, Easy and Chief. As

an experienced gamer, I actually found the Chief controls easier than the rookie level, but the option's there if you need it. The overhead view works quite well and the vehicles move slowly enough, so that there's no problem in keeping up with the action. The graphics

have a nice feel to them and look good, and the sound is more than adequate. It's a simple game, but fun to play nonetheless. If you're looking for something on the lighter side, *Matchbox: Emergency Patrol* is ideal, but don't expect too much of a challenge.

John Hagerty



Okay, he's got a large axe and a manic grin. LEG IT!

**XTREME RATING**

## Uppers

- + Nice graphics.
- + Simple gameplay.
- + Quite good fun.

## Downers

- Lacks any real challenge.
- All cars dense.
- Roads difficult to see.

## Summary

Fun to play for a while, but so simple even your parents could master it in five minutes.



**75%**



Just walk past most of the baddies – they never catch you.



# Powerpuff Girls



The black potions power your special move.

Three Cartoon Network-inspired games, but why are they all the same?

DAMAGE: .....£19.99  
ON SALE: .....OUT NOW  
WHO: .....BAM! ENTERTAINMENT  
TYPE: .....PLATFORM GAMES  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

There are three games in the *Powerpuff Girls* series. Each of the three girls from the

TV cartoon gets her own game, and has her own special weapon. Blossom (from *Bad Mojo Jojo*) has an ice breath, Buttercup (Paint the Townsville Green) a laser beam and Bubbles (Battle Him) something equally tedious I can't even remember. The main problem with the *Powerpuff Girls*

games is they're so dull. They're near-identical to play, but each episode containing 12 individual trading cards which can be swapped via the link cable (Pokémon has a lot to answer for). Each has two end-of-game passwords which open secret levels in the other games too, but when the 'action' consists of wandering

around collecting useless objects and fighting boring, samey baddies, why bother?

Ian Osborne



**XTREME RATING**

## Uppers

- + Colourful.

## Downers

- Boring.
- Samey.
- Dull.

## Summary

Three games which play the same, and gameplay that doesn't thrill. Buy the *Zelda* saga instead.



**38%**





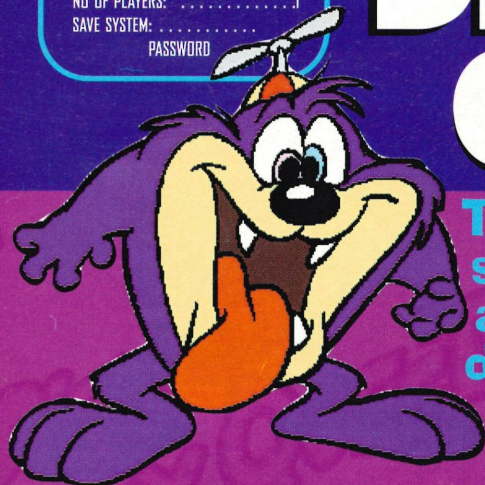
Whilst keeping your eye on the clock, try to take your time with each level. If you try to rush through things, you die all too often.

## REVIEWS



DAMAGE: ..... £22.99  
ON SALE: ..... OUT NOW  
WHO: ..... SWING!  
TYPE: ..... PUZZLE GAME  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: .....  
PASSWORD

# TINY TOON ADVENTURES: Dizzy's Candy Quest



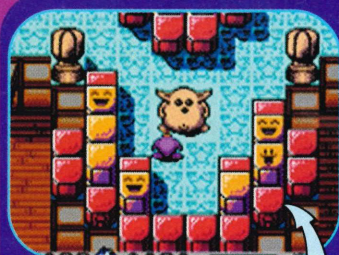
The forces of evil are out to steal the world's sweets, and only Dizzy can save the day. But do we care?

Jamie's the dude with the dentist's appointment...



to offer. All in all, *Dizzy's Candy Quest* is a great little puzzle game that I can heartily recommend. It's frustrating at times, and loses some marks for that, but then what puzzle game isn't? It sounds good, looks great and plays superbly, and will make a smashing addition to any collection, whether you're a fan of puzzle games or not.

**Jamie Wilks**



This is Stubby, who takes the candy you recover off your hands. He's a big, erm, alien thing.

## Maximum NRG!

Each time you use your spin attack or Bookworm, you use up some of your energy. This replenishes over time, but it means you have to be careful what you do and when. Bookworm in particular uses up lots of energy, so only get him out when you really need him.



have to watch your step or you'll succumb to one of the level's many tricks and traps.

This gives the gameplay

a good pace, while at the same time retaining that brain-teasing puzzle element.

As you progress through the levels you're introduced to new features, from opening and closing trap doors, jumping up onto tall blocks,

right through to cleverly-positioned switches that only your sidekick Bookworm can activate. Coupled with the puzzle addiction factor, this makes the game great fun – you find it hard to put down.

## Sweet Tooth

The game sports some very nice graphics. Levels are

nicely drawn, with colourful graphics and nice animations. A catchy little tune bounces along in the background and matches the stage you're on well. The second world, for example, is snowy, so the music shifts to a suitably chilling tune. At the end of each of the five worlds you have the inevitable boss to beat, and once you've completed the game you can try it all again in Hard Mode. This makes for great longevity, and it takes even the most skilful twiddle-thumbs quite some time to see everything the game has



## Luverly Levels

Each of the five worlds has a different theme. The first world is pretty urban, with trapdoors and moving conveyor belts. The second has a snowy theme, with pine trees in the background and skiddy ice floors. Each boss has his own level theme too, but I won't spoil it for you; you'll have to get to them yourselves!



This might look fine sitting here on this page, but the sight of it on your screen will fill you with uncontrollable rage. Please, just one more life!



**D**izzy's *Candy Quest* is a cute little puzzle romp, feeling something like *Q-Bert* meets *Bomberman*. The usual evil plot has Dizzy progressing through five different worlds, each with five stages, jumping on star blocks for points and collecting the stolen candy. Various nasties litter the levels and must be avoided or splatted with your Tasmanian spin attack. The game plays rather well; you're up against the clock so you have to move fast, but at the same time you

**XTREME RATING**

### Uppers

- + Well addictive.
- + Muchos fun to play.
- + Nice colourful graphics.

### Downers

- Frustrating at times.

### Summary

A top-quality puzzler and no mistake. Dead addictive and great fun to play.



**82%**





For maximum points, make sure you search every last inch of each level to grab all the goodies.



DAMAGE: ..... £19.99  
ON SALE: ..... OUT NOW  
WHO: ..... ACTIVISION  
TYPE: ..... PLATFORM BLASTER  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# COMMANDER KEEN

Those pesky aliens are up to it again. Can Billy Blaze save the Earth? Jamie Wilks finds out...

**C**ommander Keen is a classic side-scrolling platform game, developed long ago by id Software, since

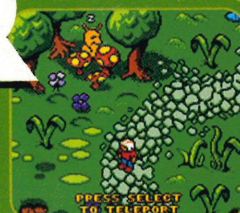
responsible for the massive *Doom* and *Quake* games. Having been given a major

revamp for the Game Boy, multiple worlds now lie open for you to explore as you search for the plasma crystals needed to save mankind!

A typical platform romp, then? Well yes, but it's damned good fun. Equipped with your blaster and ever-trusty pogo stick, you move from level to level in a Mario-esque way, swatting the bad guys, collecting goodies and

solving puzzles.

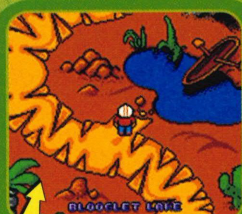
Each level gets progressively tougher as you get closer to the next plasma crystal. The game is non-linear, allowing you to explore the different worlds as you like. If you get stuck somewhere, you just move onto a different world and come back to the problem one later. This keeps you playing nicely, and you're rarely totally lost.



Bouncy bouncy!

Commander Keen looks and plays great. Ok, so it's not the most original title in the world, and there are more complex platformers out there, but Commander Keen still has a lot to offer.

**Jamie Wilks**



Lots of nicely-drawn levels to explore.



**XTREME RATING**

## Uppers

- + Cutesy graphics.
- + Fun to play.
- + Lots of levels.

## Downers

- Not very original.
- A bit limited.

## Summary

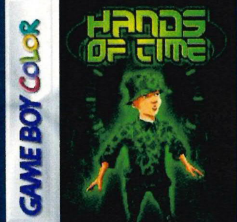
It's not likely to win any awards, but Commander Keen is a solid title. Platform game fans will love it, and just about anybody will get fun out of the game



**79%**



Try to learn the benefits of using each type of weapon – it might just save you!



DAMAGE: ..... £19.99  
ON SALE: ..... OUT NOW  
WHO: ..... TITUS  
TYPE: ..... ACTION ADVENTURE  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# HANDS OF TIME

Sebastian Mortyr has a problem. It's not his strange name, it's that he's been sent back in time. John Hagerty investigates further...

**P**rofessor Mortyr decided the world isn't right, and he and his son must go back in

time to fix things.

Unfortunately he gets caught before they can travel back, leaving poor old Sebastian

stuck in the middle of a Nazi base in 1943.

Oops! There's plenty of variation to the gameplay, such as finding items, meeting people, solving puzzles, etc. There are eight different weapons to aid you

on your quest, and nearly 30 objects to use in total.

## Time Zone

The graphics are simple, but allow for large levels to run around and explore, and although the music is quite good, the sound effects are poor, with gunfire sounding like a gnat with wind. *Hands of Time* offers quite a lot of depth. My main criticism is the bad guys keep on regenerating, which means



you can clear a screen of soldiers, only to wander back to it and find they've all reappeared. Although frustrating, this doesn't detract too much from the gameplay, and you're still left with a reasonable title that's quite good fun to play.

**John Hagerty**



Pah! No way am I getting in that thing, mate!



Sebastian decided he'd use a different company for booking his summer holiday next year.

**XTREME RATING**

## Uppers

- + Good story.
- + Intelligent map design.
- + Varied gameplay.

## Downers

- Simple graphics.
- Poor sound effects.
- Regenerating bad guys.

## Summary

An involving game that should last you for a while, but it won't blow your socks off.



**78%**





You don't need to kill every baddie – if your energy is low, sometimes it's best just to peg it past them without taking them on.

REVIEWS



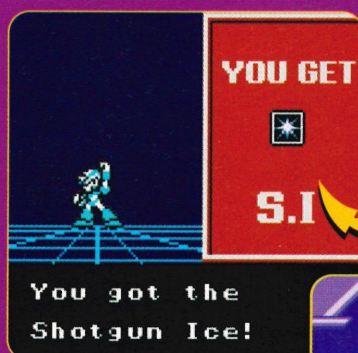
DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... CAPCOM  
TYPE: ..... PLATFORM SHOOTER  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... BATTERY BACK-UP

# MEGAMAN XTREME

**MEGA Man? No, merely Not-Too-Bad Man, reckons Simon...**



It's not easy being Mega Man. Not only do you have to fight through some of the fiercest baddies to be found, but when Capcom decide they want to release another version of the game, it turns out you have to hurl yourself into the depths of a computer to go and fight them all again. The reason? Some nasty folk have broken into the mother computer and set its data to sabotage world order – hence our hero has to crush bosses from the past. Life's a bitch, huh? Still, it sets the scene for another five-level romp (one of which you need to unlock). You need to jump, shoot and



## Assimilation!

As with other Mega Men titles, one of the best bits about defeating the various bosses is you get to take on their powers and use them as you progress through the game. For instance, if one has a particularly powerful weapon, you can use it after you've beaten him!



**Mega Man Xtreme at its best – when the action gets frantic!**



**The end-of-level baddies are beatable, but it takes too long to whittle down their energy bars.**



explore before taking on an end-of-level baddie whom, naturally enough, you need to defeat. Whilst there's barely a bone of originality to be found, the fun with *Mega Man Xtreme* comes from the fact that you know the concept inside out, and so you're just left to enjoy it. And certainly, at least in the short term, it'd be a mean player who found nothing to enjoy.

### Variable Vaporising

But then the problems kick in. It soon becomes apparent that each of the levels is

rather short, and varies from very easy to rock-solid. But that's nothing compared to the end-of-level bosses – whilst each is beatable, they have so much energy that by the time you finally wear them down, you're not sure whether you care any more. In short, each boss requires a bit of skill and a lot of time to beat. And whilst I'm in the moaning mood, there are several points in the game where Mega Man needs to

cling onto walls and climb them fast to avoid danger, but the fiddliness of the controls really makes this more of a challenge than it should be.

If it sounds like we're being too harsh here, it's born out of nothing more than sheer frustration. We all know Mega Man can deliver, and when this version hits top form, it's great fun to play. In true Mega Man style, there are extra lives and such like to be found and the graphics are bright and attractive too. But perhaps if this particular superhero is to visit the Game Boy again, he should really associate himself with a better all-round game than this.

**Simon Brew**

## Build Up Your Power

It's okay hitting the fire button and hurling out a piddly stream of bullets. But did you know that if you hold the fire button down, you can release a deadlier single shot that inflicts more damage on your enemy? Thought not. Aren't you glad we're here?



**XTREME RATING**

### Uppers

- + Enjoyable.
- + Good graphics.

### Downers

- Flawed.
- Fiddly.
- Short.

### Summary

A nice way to fill an empty afternoon, and packed with good, old-fashioned gameplay. Lack of originality though.



**66%**

REVIEWS

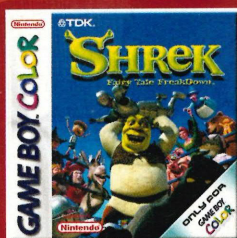
GBX

29





Spend time learning your fighter's special moves; they're key to being good at the game and can get you out of many a sticky situation.



DAMAGE: ..... £19.99  
ON SALE: ..... OUT NOW  
WHO: ..... TDK MEDIACTIVE  
TYPE: ..... BEAT-'EM-UP  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# SHREK: Fairy Tale Freakdown



it's in the gameplay department that *Shrek* lets itself down. Sure it's fun to play, but the moves are very limited (kick, punch, do the same in the air and throw in a couple of specials), and most battles can be won by repeatedly using the same tactic until your opponent is dead.

With only one game mode available, and a simplistic and all-too-easy one at that, even the characters you get to unlock can't rescue *Shrek*. Younger gamers may find it appealing and it is nice to look at, but most people will be disappointed.

**Jamie Wilks**

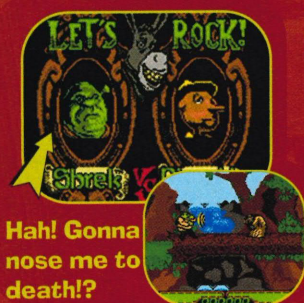
**Humpty Dumpty sat on the wall, Humpty Dumpty got hit by fireballs? Jamie takes a look at this rather bizarre fighter...**

**G**ood one-on-one fighters are hard to produce, especially on the button-limited Game Boy. Complexity, move listings, character balance; it all needs to be just right for the game to work well. If

too many things are unbalanced, an otherwise-good fighting game can leave you with a rather nasty taste in the mouth, just like flat Cola.

The first thing worth mentioning about *Shrek* is that it looks great. A lot of

work has gone into the graphics, with lots of nice full-screen artwork between fights. The characters are nicely animated and the backgrounds are pleasing to the eye without being distracting. Unfortunately,



Hah! Gonna nose me to death!?

**XTREME RATING**

## Uppers

- + Nice graphics.
- + Catchy tunes.
- + Cool fighters.

## Downers

- To damn easy.
- Only one game mode.

## Summary

A missed opportunity. *Shrek* initially looks promising, but ultimately fails to deliver.



**58%**



Keep moving! The longer you hang around, the more bad guys and nasty robots you're likely to attract.



When you shoot out the lights, it's easier to go about undetected.



DAMAGE: ..... £24.99  
ON SALE: ..... AUGUST 2001  
WHO: ..... UBI SOFT  
TYPE: ..... PLATFORM GAME  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... NONE

# Dexter's Laboratory: ROBOT RAMPAGE

**Deja vu? Dexter's Laboratory is closer to a photocopy, reckons Simon...**

It's a well known fact that most games share their ideas with one or more that's already out there. Some borrow a little more liberally than others. But in the case of *Dexter's Laboratory*, we've got a case of daylight robbery on their hands. Anyone in the least bit familiar with the classic arcade game *Elevator Action*, or its recent GBC conversion, will know what we mean from the

screenshots alone. For whilst Ubi Soft has added one of the heroes from Cartoon Network to the game, there's little doubt where the real influences came from.

## Stuck in a Lift

Unsurprisingly, given the sheer playability of *Elevator Action*, *Dexter's Laboratory* is a devious mixture of brainpower, platforming and

an itchy trigger finger, as you utilise elevators, escalators and secret tunnels to move across the floors of various buildings, seeking to retrieve control codes and save the world. Or something like that. It's all rather good fun too; at times infuriating, but there's a good long-term challenge and plenty to explore. It loses several points in the overall score for its lack of



originality, and we'd recommend you buy *Elevator Action* instead, but don't let that blind you to the fact that *Dexter's* is well worth spending time with too.

**Simon Brew**

**XTREME RATING**

## Uppers

- + Good mix of action and brainwork.
- + Addictive.

## Downers

- Derivative.
- Adds little new.

## Summary

A quality game, no question about it. But how about something more original for Dexter, eh?



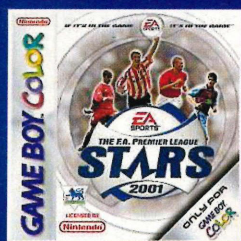
**75%**





Experiment with the formations. It'll take some exploration before you'll find one that suits you the best.

## REVIEWS



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... THQ  
TYPE: ..... SPORTS SIM  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# EA: The FA Premier League STARS 2001

**A football game released after the season is over! Has EA STARS been worth the wait?**

EA has had a lot of success on other machines with numerous football games, but the Game Boy's small screen means you're going to need some pretty cunning design to make a good soccer title. So does THQ's conversion of *The FA Premier League STARS 2001* put in a suitably Premiership performance? The stars referred too in the game title are from the English Premier League, and all its teams and players are listed. In fact, EA claims to be the only publisher to have secured the proper team and player names on the Game

Boy. We've all played cheapo footy games where the players' names have been changed, but you won't find Fobbie Rowler scoring past Babbien Fartez to knock Munchister United out of the Cup on this game; it's the real thing. All the more strange, then, that they've chosen to release this game right at the end of the 2000-01 season, as those names are already out of date.

### Football Crazy

EA STARS gives you the chance to play one of three types of match: League, Friendly or a Custom Competition. Obviously, for



Like any good football game, tactics play an important part. You can pick a formation from several pre-sets, and decide which players you start off with as well as making substitutions during the game.

## Tactics, Tactics, Tactics...

the League you have to play all the other teams, which can take a while. Thankfully there's a password option, which you can use to store your progress between matches. The Friendly option allows you to pick any two sides, which is especially fun once you're good at the game as you can enjoy playing as one of the top clubs and absolutely stuff one of the lower teams.

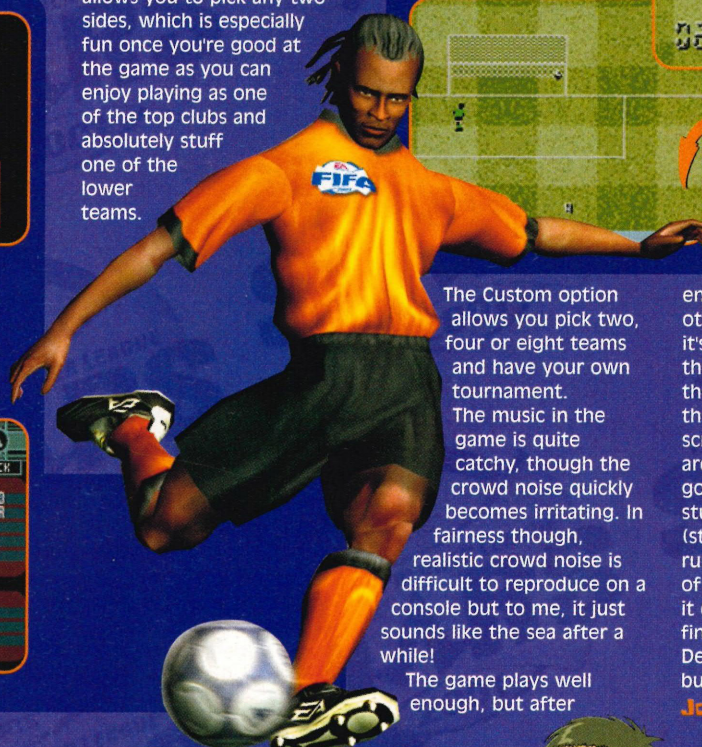
**YES! It must be a goal! Oh, hang on - am I meant to be shooting the other way?**



**Awww bum; 1-0 down...**

## Just the Stats, Ma'am

The team and player names are all true to form. Sadly, though, they're a bit out of date now as the season has finished, so die-hard fans looking for their team's latest signing might be disappointed.



The Custom option allows you pick two, four or eight teams and have your own tournament. The music in the game is quite catchy, though the crowd noise quickly becomes irritating. In fairness though, realistic crowd noise is difficult to reproduce on a console but to me, it just sounds like the sea after a while!

The game plays well enough, but after

enjoying EA footy games on other platforms dare I say it's a bit disappointing on the GBC. The problem is there isn't as much detail to the play, and the small screen means long passes are a bit of a risk. The goalkeepers can be a bit stupid at times too (stopping a ball and then running away), and the lack of difficulty levels can make it quite tricky to master the finer points of the game. Definitely a try before you buy, this one.

**John Hagerty**

**XTREME RATING**

### Uppers

- + Real teams & players.
- + Easy to get into.
- + Uncomplicated controls.

### Downers

- Teams and players out of date.
- Long passes difficult.
- Goalkeepers stupid.

### Summary

Not a bad game, but it feels limited and those used to other console-based football games may find it lacking.

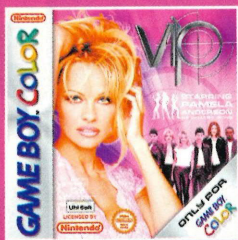


**73%**





On the awkward rollerblading levels, make the most of the Shield power-up - when you have it, charge forward as fast as you can.



DAMAGE: .....£24.99  
ON SALE: .....SEPTEMBER 2001  
WHO: .....UBI SOFT  
TYPE: .....ACTION ADVENTURE  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....PASSWORD

# VIP

The bodyguarding babe comes to the GBC, but Ian gives her the booby prize...

**L**ike the TV show that inspired it, VIP lacks substance. There's nothing much wrong with it. It has few flaws, but there's nothing that makes it

stand out from the crowd either, and very little thought has gone into the level design. The game claims there's loads of different gamestyles

packed in, but really there's only two - the side-scrolling, running-and-jumping effort and the up-the-screen shoot it/dodge it outing. There are loads of power-ups to collect. In fact, there are too many. With so many free lives on offer, you can complete VIP within an hour of opening the box. It has a few gameplay glitches, eg. many of the



scrolling blaster levels won't let you turn more than 45 degrees right or left, and it's often easier to avoid enemies than take 'em on, but it's the game's overall lack of imagination that really kills it. It plays like it was designed in someone's tea break.

Ian Osborne



**XTREME RATING**

## Uppers

- + Pamela Anderson.
- + Reasonable graphics

## Downers

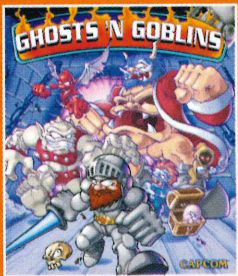
- Too easy.
- Monotonous.
- Unimaginative.

## Summary

Look up 'average' and 'mediocre' in the dictionary for an excellent summary of what VIP has to offer.



# 38%



DAMAGE: .....£24.99  
ON SALE: .....OUT NOW  
WHO: .....CAPCOM  
TYPE: .....ARCADE ADVENTURE  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....NONE



Avoid the torch weapon; it's total pants! Even the standard lance is much better.

# GHOSTS 'N GOBLINS

Ghosts 'N Goblins, a real arcade classic, but does the new Game Boy version live up to the legend? Jamie gives us the lowdown...

This red guy will kill you. Lots.



**G**hosts 'N Goblins is one of the original platform titles. The gameplay, while basic (jump here,



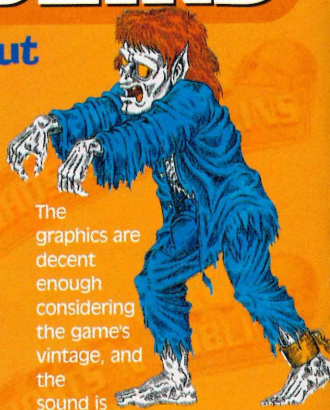
The bouncer wasn't letting Arthur in without trousers.

shoot this), is damn good fun and a real challenge. When it first hit the arcades, games were generally tougher than they are today, and required faster reflexes. So surely this means Ghosts 'N Goblins isn't suited to today's breed of thinking gamer? Well, it seems the developers have tried to fix this. Firstly, they've given us a password system so we can restart at the last stage we reached. Given the frequent restart points in Ghosts 'N Goblins, this

should have been enough. Sure it would still be a tough game, but that's not a bad thing; it keeps you playing. However, they also decided to give us unlimited continues. Unfortunately this really spoils a great game - now, no matter how tricky one particular obstacle may be, if you've got unlimited tries at it and a new restart point right after it, even the most butter-fingered gamer can reach the next level if they're prepared to put the time in.

The graphics are decent enough considering the game's vintage, and the sound is fine too, but its weird mix of tricky gameplay yet unlimited tries at each tiny part-stage lets the title down.

Jamie Wilks



**XTREME RATING**

## Uppers

- + It's a classic!
- + Very addictive.
- + Challenging.

## Downers

- Can be frustrating.
- No replay factor.
- Password system and unlimited continues?

## Summary

A great retro title that's still fun to play, though the unlimited continues make it too easy to progress for most.



# 72%





# RAYMAN

ADVANCE

GBX

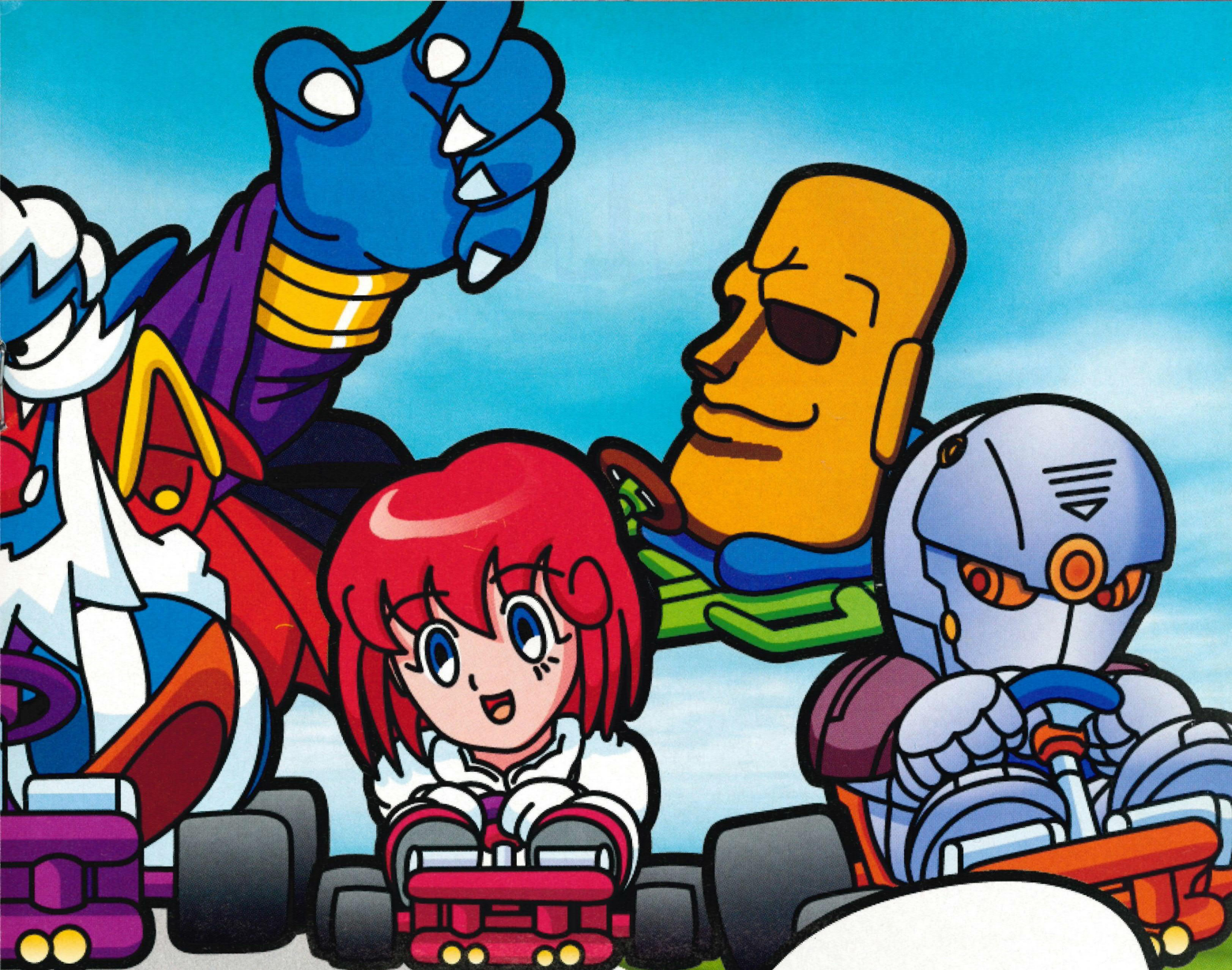




KONAMI®

KRA  
- RAC





# KART RACERS

GBX



# THE LEGEND OF ZELDA



ORACLE OF AGES • ORACLE OF SEASONS

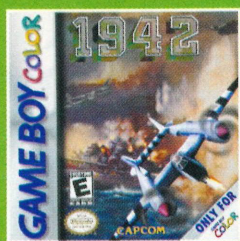
GBX





Don't fly too close to the bottom of the screen. Planes can quite easily appear there and catch you by surprise.

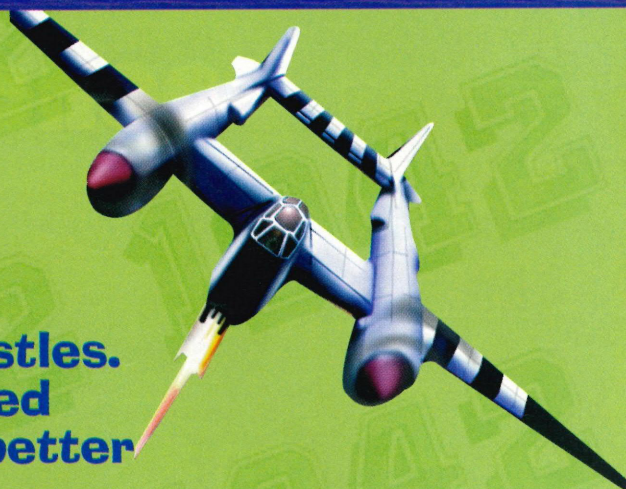
## REVIEWS



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... CAPCOM  
TYPE: ..... SHOOT-'EM-UP  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# 1942

No frills, no bells, no whistles. 1942 is good, old-fashioned blasting fun, and all the better for it, reckons Simon...



**F**orget your fancy plot-lines and intricately-detailed backstories. Don't worry about the names of your characters, their guilty secrets and their lusts for revenge. Heck, you can even put your pocket monster friends away. The reason? Because Capcom, in true back-to-basics fashion, has revitalised 1942, one of those games that makes you realise why we all love the shoot-'em-up genre. Set during the Second World War, you control a plane, with an objective of blasting your way through 32 levels filled with enemy planes of all shapes and sizes. In each level there's a power-up to collect, left behind by one of the waves of attackers, and this has various effects. For instance, it can upgrade the weapon on your plane, summon extra planes which fly by the side of yours, or simply kill everything on the screen at the time.

## Head for the Carrier!



You know you're at the end of a level when the aircraft carrier appears, so make sure you hold on for another few seconds when you see it!



Come and have a go if you think you're hard enough!

Not all your enemies are small!

### Propellerheads...

As the various baddies attack, you can move your plane up and down the screen, as well as from side to side. You also have a finite number of rolls to perform, which effectively allow you to fly under the opposition to get yourself

out of a tight spot. Suffice to say, the fewer of these you use, the higher your bonus is at the end of each level. You can't fault Capcom for the way they've brought 1942 to the Game Boy, capturing the essence of

## Power Yourself Up

Make sure you pick up the various POW symbols that occasionally appear on the screen – it's these that power up your plane! You can add extra firepower, destroy everything in one go or in some places, simply add points to your score. In short, they're worth picking up!



the game by simply not tinkering with it. In fact, our only gripe is they didn't see fit to put the sequel, 1943, on the same cart! Despite a good case for repetitiveness, and the occasionally unfair entry of a plane from the bottom of the screen (giving you no time whatsoever to get out of the way), this is sublime blasting fun with very few pretensions. And that, for this reviewer at least, makes a very refreshing change. **Simon Brew**

**XTREME RATING**

### Uppers

- + Great fun to play.
- + Arcade-perfect graphics & sound.
- + Quite long-lasting.

### Downers

- A little repetitive.
- Quite simple at heart.

### Summary

A strong coin-op makes a welcome return. A very playable and highly enjoyable little shooter.



**85%**





Don't overdo the steering – go for delicate touches on the thumb-pad, and you should have few problems staying on the track.

# Looney Tunes Racing

A tried-and-tested formula doesn't always make a classic, as Simon finds out...



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... INFOGRADES  
TYPE: ..... DRIVING GAME  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... BATTERY BACK-UP

**W**e tore open the envelope containing the *Looney Tunes Racing* cart with vigour. After all, Infogrames is a big company, and there's a lot you can do with the Looney Tunes crew. There's no way they'd just churn out another by-the-numbers racing game with no innovations, is there?

Er, perhaps you'd better take a seat... The drill is the same as usual. You race your vehicle around various tracks, picking up goodies to either help your race or hinder your opponents. Any cash you pick up can be spent in the shop, where you can unlock more courses and characters. So far,

so not too bad, right?

## Repetitive Racing

Unfortunately, the problems kick in when the game proper starts. Whilst the courses look pretty, it takes around ten minutes for them to become deeply unchallenging and rather monotonous. The races themselves, both in Championship Mode and Arcade Mode, are ridiculously easy to win; just hold down the accelerator and carefully steer left and right. And with no multiplayer option, any hint of long-term gameplay goes



straight out of the window.

Which is all a crying shame. There's little doubt the Looney Tunes characters are just the kind of folk we want inhabiting our games (Taz in particular, natch), but despite being reasonable fun early on, they deserve a better outing than they've had here.

Simon Brew



An all-too-frequent sight in this game.



**Xtreme Rating**

## Uppers

- + Good fun at first.
- + The characters!

## Downers

- Easy-peasy.
- Unoriginal.

## Summary

A seen-it-all-before into-the-screen racer that's fun, but ultimately too unchallenging to be worthwhile.



**55%**



DAMAGE: ..... £24.99  
ON SALE (RELEASE DATE): ..... OUT NOW  
WHO (PUBLISHER): ..... CAPCOM  
TYPE (GENRE): ..... ARCADE ADVENTURE  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... NONE



Read the rules! You find the best hints for getting through *Dragon's Lair* sitting in the instruction manual.

# DRAGON'S LAIR

An unwelcome visitor from the past comes to the Game Boy. "Thanks Capcom", says Simon...

**C**racking playability. Long-lasting fun. Irresistible addictive qualities. Yup, Capcom's upcoming conversions of old arcade games fill us with great anticipation, with the likes of

1942 and *Ghosts 'N Goblins* reviewed elsewhere in this issue. But it simply beggars belief that, in the midst of such quality, they should resurrect this stinking pile of old rubbish.

## Doesn't it Drag-On?

For those who don't know, *Dragon's Lair* is a game where you play the intrepid Dirk. He's effectively the star of a cartoon, where you must push the right button at the right time for the cartoon to

continue, or it's Game Over. To make things tougher, you get virtually no clue of when you're supposed to hit the button (unless you care to keep referring to the manual), and when you inevitably lose your lives, it sends you right back to the beginning without a continue in sight.

*Dragon's Lair*'s biggest plus has always been its graphics, and to be fair, they're terrific on the GBC too. But they mask one of the most overrated,

unfair and downright nasty games in videogames history. We're all for back-to-basics gaming, but your money should support well designed, fun-to-play games rather than encouraging vacuous nonsense such as this. We really don't like it at all. Can you tell?

Simon Brew



Attacked by a stripey football scarf - how embarrassing!

**Xtreme Rating**

## Uppers

- + Very good graphics.
- + Decent sound.

## Downers

- Absolutely everything else, without exception.

## Summary

We know it looks nice on the box. But don't – repeat don't – spend a penny of your cash on this. Ever.



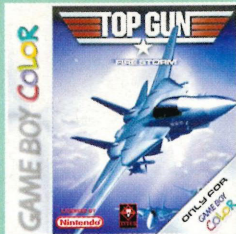
**19%**





A quick mistake in *Top Gun* can send you back to the start of a level. Use your map and carefully watch the screen for natural obstacles, and try not to get too close to other airborne fighters; shoot them from as far away as possible.

REVIEWS



DAMAGE: ..... £24.99  
ON SALE: ..... OUT NOW  
WHO: ..... TITUS SOFTWARE  
TYPE: ..... SHOOT-'EM-UP  
NO OF PLAYERS: ..... 1  
SAVE SYSTEM: ..... PASSWORD

# TOP GUN

Over 15 years after the film came out, the frantic action of *Top Gun* finally hits the GBC. Simon jumps into the cockpit to find out how it flies...

Heading back to the likes of Sega Mega Drive classic *Desert Strike* (remember that?), the Titus take on *Top Gun* jettisons much of the all-out action of the film in favour of some of the toughest missions the GBC has to offer. For whilst at heart, developers Fluid has turned out a shoot-'em-up, this really is the kind of game where rookies need not apply.

At the start of each mission you're given a briefing, which can include destroying cruise missiles heading for your ships or toppling targets and taking out air resistance. Then it's a case of taking to the skies, armed with varying types of weapon, and doing your worst. Only this is where the high difficulty level

comes in. Be it high-level terrain to crash into or fierce resistance from enemy tanks and planes (particularly as the game progresses), *Top Gun* is a game where if you make a mistake, you expect it to be instantly punished. And you'll be sent back to the start of a mission objective, with some programmer no-doubt cackling to himself in an evil way.

## I Feel the Need...

And yet it's worth persevering for two reasons. Firstly, rarely is the game unfair. Tough, yes, but each mistake that's punished is your mistake, and you make lots of them as you attempt to negotiate the tricky but not impossible learning curve. Secondly, it's actually terrific

## Damage & Fuel

Keep an eye out at all times for your damage and fuel meters. If either of these decreases to zero, your mission is over! Here, we've managed to complete the mission with a little bit of fuel left in the tank.

An all-too-frequent occurrence, as yet another mission is cut short.

fun. For whilst it's not terribly original, the notion of utilising both your brain and your trigger finger works a treat here. It can be quite tense too, especially when you're down to minimal ammunition, low on fuel and yet you have one more mission objective to complete. It's supported by crisp, clear graphics, which give you a 3D side-on view of your plane as it flies through

various scenarios, including the desert, arctic and over the ocean (landing neatly on an aircraft carrier, natch). Aimed more at the older Game Boy fan, *Top Gun* at its best is a challenging, thoroughly enjoyable game which is certainly going to last you some time. And provided you're not one to cry when things don't go your way, and you don't have uncontrollable urges to hurl your GBC across the room when you crash again, you'll enjoy it for the most part too.

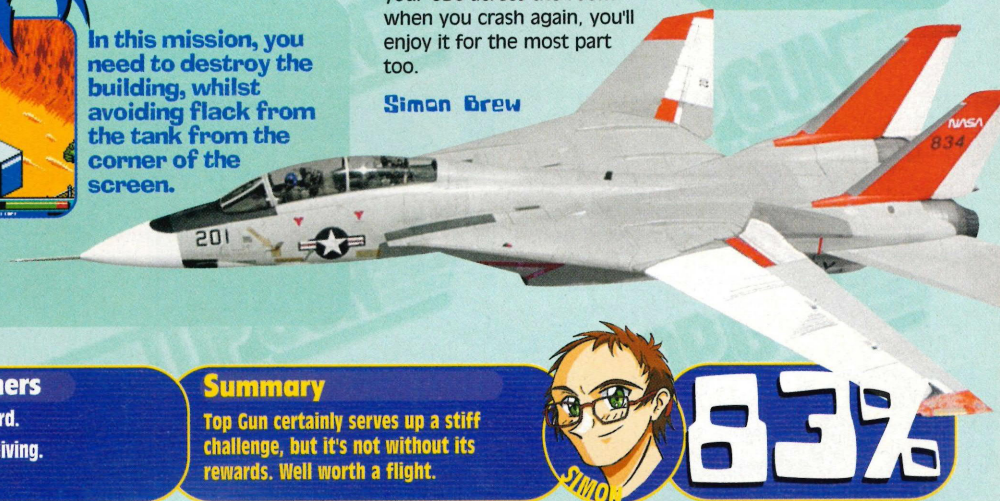
Simon Brew

## Use the Map!

Hit the Select button while playing the game, and you can instantly pinpoint your position, as well as that of your target in any particular mission. You can scroll the map using the D-pad.



In this mission, you need to destroy the building, whilst avoiding flack from the tank from the corner of the screen.



**Xtreme Rating**

### Uppers

- + Great fun.
- + Good long-term challenge.
- + Neat graphics.

### Downers

- Too hard.
- Unforgiving.

### Summary

*Top Gun* certainly serves up a stiff challenge, but it's not without its rewards. Well worth a flight.



**83%**

REVIEWS

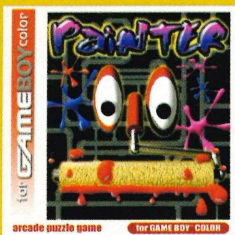
GBX

39





If you're struggling to get that last piece of pipe, move away from it, drawing the enemies with you. Then double back and paint away.



# Painter

**Is Painter an old master or a modern art monstrosity? Ian dons his overalls and gets ready to roll...**

DAMAGE: .....£14.99  
ON SALE: .....BUT NOW  
WHO: .....ROCKET GAMES  
TYPE: .....ACTION GAME  
NO OF PLAYERS: .....1  
SAVE SYSTEM: .....NONE

The Game Boy's going retro mad. Everywhere you look, there's another corking coin-op conversion hitting the shelves. Check out this month's feature – see what I mean? Some are good and some not-so-good, but games as good as *Painter* released at a knock-down price are always welcome. Based on an ageing arcade opus hardly anyone remembers, *Painter* plays like *Pac-Man*'s close cousin. You're a paint roller – yes, a

paint roller – and aim to paint the water pipes of Drip City. Paint a complete 'box' and it becomes yours, its colour changing to a vibrant glow which shows off the game's cool parallax scrolling. Fill every shape to complete the level.

Needless to say, the pipes are patrolled by beastly baddies who are out to put paid to your painting. Lucky you've got power-ups to collect, like the Freeze Clock which stops the foes for 30 seconds, the Power Pill which makes them

vulnerable (*Pac-Man* again saluted) and a Spring which lets you leap over them.

## Decorating Dude

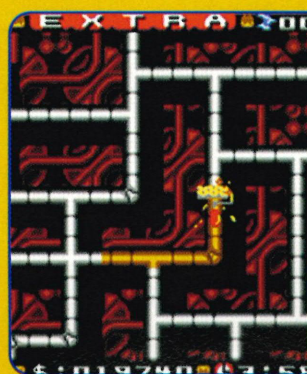
Pick up *Painter* for a quick play and you find yourself missing two buses, a doctor's appointment and an episode of your favourite TV programme 'cos you couldn't put it down. The levels are brilliantly designed, offering a different challenge every time. Some offer long, straight pipe sections, others short, bendy ones, and the types of enemies further

complicate matters.

On the down side, while a battery back-up is too much to expect in a £15 game, a password every five levels would be more helpful than the infinite continues we have here. Of course, if you have a Dattel Action Replay

Xtreme cart you can use it to save your game and reload later, but this is still an oversight on the coder's part. Also, at 20-odd levels, it's a little too short. Despite its faults, *Painter* is a top game, and a must for all retro freaks. It wouldn't pass the value-for-money test as a full-pricer, but at budget rates, it's a bargain.

Ian Osborne



Use the Power Pill to make the monsters weak, then roll over 'em to squash 'em flat. And grey...



## The Enemy Within...

There aren't many different foes in *Painter*, but they have unique talents which they combine to deadly effect. The basic enemy is the Cremlin, a green pig-like creature which homes in on you and travels at the same speed as your roller. The Sponge is slow, but wipes the paint off the pipes as it moves. It can't re-take a box you've already captured, though. Finally, the Bomber moves extremely quickly and lays bombs that explode in a spray of shrapnel. Luckily, it stands still while waiting for the bang.



GREMLIN



SPONGE



BOMBER



**XTREME RATING**

### Uppers

- + Challenging.
- + Addictive.
- + Cheap.

### Downers

- No passwords.
- Too short.

### Summary

While by no means perfect, *Painter* is a worthy addition to Rocket's budget range, and a fun game in its own right.



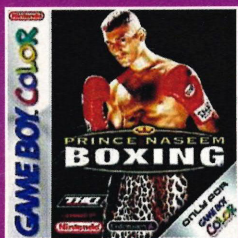
**88%**





Save the big punches for when your opponent's coming forward. When he retreats, pile into him with jabs.

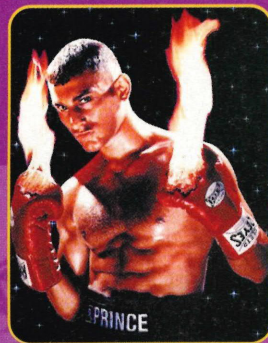
## REVIEWS



DAMAGE: .....£19.99  
ON SALE: .....JULY 2001  
WHO: .....THQ  
TYPE: .....BEAT-'EM-UP  
NO OF PLAYERS: .....1-2  
SAVE SYSTEM: ...BATTERY BACK-UP

# PRINCE NASEEM BOXING

Naz may have lost his titles, but is his game a contender? Jamie laces up the gloves...



**S**o you think you've got what it takes to take on the best the boxing world has to offer? Well, no need to risk getting bruised, just grab a copy of *Prince Naseem Boxing*!

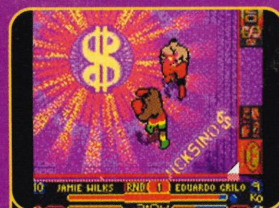
*Prince Naseem Boxing* offers four main game modes; the single-player Tournament Mode, Fight Mode against a computer opponent or a friend via a link cable, Practice Mode with boxing aids to help perfect your skills and the all-important Career Mode.

The two main punches at your disposal are the left, and, er, the right. Don't let this fool you, though; the fight engine has plenty of



## Eye of the tiger

Be careful when choosing your training schedule. Avoid pushing yourself too hard, but make sure you keep two points in each stat to ensure no skill depletes. Be sure to work on your Strength and Resistance the most. If in doubt, ask Nas for advice – he normally gets it right.



Nothing smarts more than a thump in the ear.



depth. The longer you hold down the punch button, the harder your boxer swings. You move much slower and are pretty-much defenceless whilst charging up for a big punch, so you have to pick your moment.

Hitting both buttons together makes your boxer block or dodge your opponent's shots.

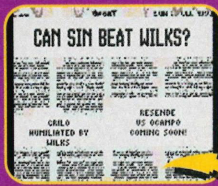
### Boxing Clever

Both players have a rage meter. Throw shots recklessly and your opponent blocks them, and his meter rises. When it gets to the top – boom! He unleashes a big punch, which, if it connects, leaves you unable to fight back for

several seconds. This depth of control makes the game fun to play, and it takes time to become a pro. It gets easier as you go on, and one of the game's only faults is that once you get the hang of it, it becomes just a little bit too easy.

The Career Mode is the real winner. Fights are scheduled by making challenges directly to the other boxers in the world ranking. Once you have a fight lined up, it's time to hit the gym. As you beat the other boxers you move up the ranking list, and when you've become the Number Two contender, you can

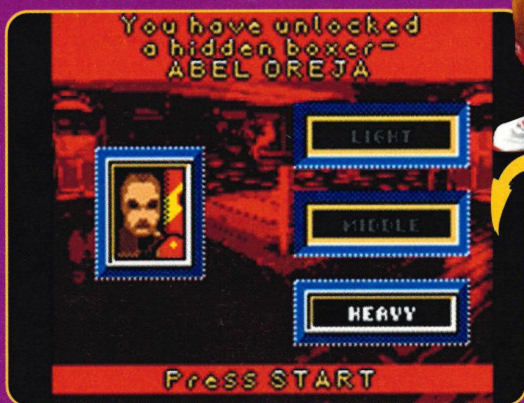
You may be a bit disappointed when you come to pick your boxer for the Career Mode; the default boxer selection in all three weight categories contains no British boxers whatsoever! You have to find them in-game and unlock them by defeating them before they become selectable. Annoying.



Yup, every Friday night.

challenge for the title! *Prince Naseem Boxing* is a top-quality title. The graphics are excellent and the sound isn't bad either. To top it all off, it's dead playable and well addictive. It's, er, a knockout! Heh...

**Jamie Wilks**



## Wot, No Brits?

**XTREME RATING**

### Uppers

- + Lots of depth.
- + Fun to play.
- + Yummy graphics.

### Downers

- A bit easy.

### Summary

A top title with plenty of game modes, lots of options, nice graphics and great playability.



**85%**

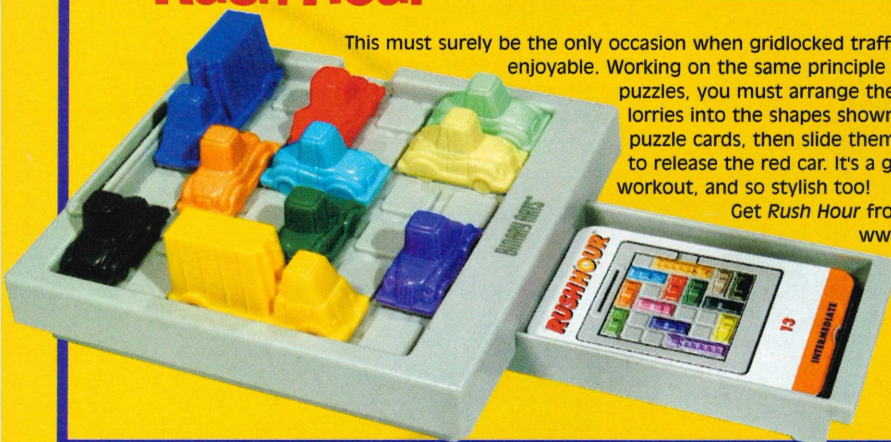


# THE KIT BAG

Goodies galore in our marvellous monthly round-up of toys, videos and gadgets...



## Rush Hour



This must surely be the only occasion when gridlocked traffic becomes enjoyable. Working on the same principle as those slidey puzzles, you must arrange the cars and lorries into the shapes shown on the 40 puzzle cards, then slide them back and forth to release the red car. It's a great mental workout, and so stylish too!

Get Rush Hour from  
[www.firebox.com](http://www.firebox.com)  
 for £9.95.



## Gundam

## COMPETITION

There's something scary heading your way – the *Gundam* droids are so tough even our Sakura would have her work cut out mixing it with them! They've already taken Japan by storm, and are now set to march into the UK.

A huge range of *Gundam* toys and models are on their way, and the Bandai *Gundam* model kits are leading the way.

Priced at £7.99-£29.99, they make a really cool change from building plastic aeroplanes. What's more, we've got five of them to give away. To stand a chance of winning, just answer this simple question:

**Q: From which country does the Gundam army originate?**

**A: Wales**  
**B: Cuba**  
**C: Japan**



When you think you know the answer, ring our Gundam Competition Hotline...



## Pokemon Viewer

They're cropping up everywhere! The *Tomy Pokémon Viewer* is a nifty little gadget that lets you look at slides of your favourite Pokémon. There are six to collect, all shaped like Game Boy Colors.

Pokémon Viewers cost a quid each, and are available from vending machines in stores everywhere. Keep your eyes peeled – gotta view 'em all!





## Jurassic Park III Dino-Dex

## COMPETITION

Dinosaurs are fascinating creatures, and Tiger Electronics' *Jurassic Park III Dino-Dex* is packed full of information on our prehistoric pals. With neat dot matrix graphics and sampled sound, it's like having your own electronic encyclopaedia. You can also use it to store names, addresses and telephone numbers, grow your own electronic dinosaur from existing DNA and even put it to battle in a fight to the death with another creature.

The *Jurassic Park III Dino-Dex* costs £24.99, but we've got five to give away. To stand a chance of winning, answer this simple question:

**Q: Which of the following creatures is a dinosaur?**

**A: A polar bear**

**B: An ostrich**

**C: Tyrannosaurus Rex**

Leave your answer, along with your name and address, on the *Jurassic Park III Dino-Dex* Hotline number found elsewhere on these pages.



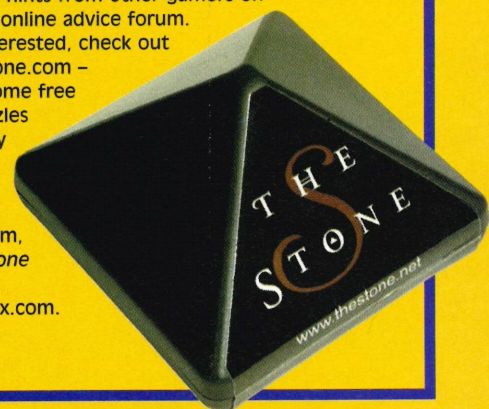
## Air Soccer



*Air Soccer*: it's a game of two players. Just like the classic Air Hockey game, the super swift *Air Soccer* works by blowing air from beneath the pitch, letting the 'ball' float over it. Use the flippers to defend your goal and begin. Lights and sound effects raise the game tension to fever pitch, then you flip, you score – GOALLLLLL! *Air Soccer* is available from [www.gadgetshop.com](http://www.gadgetshop.com) and all good games shops, and costs £10.99.

## The Stone

It's an enigma; it's a puzzle; it's a journey into the unknown! It's an Internet game featuring mind-scrambling puzzles, and a darned good one at that. For £11.99, you get a registration number, an instruction booklet and a *Stone*, a jet black pendant with your own near-unique symbols. Only one other *Stone* player in the world has a match, but can you find him? The puzzles are found on *The Stone's* Internet site, and are head-scratchingly complicated. If you get stuck, you can get hints from other gamers on *The Stone's* online advice forum. If you're interested, check out [www.thestone.com](http://www.thestone.com) – there are some free sample puzzles you can play without buying a pendant. If you like them, get your *Stone* from [www.firebox.com](http://www.firebox.com).



## COMPETITION HOTLINES

Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer.

**Jurassic Park III Dino-Dex Competition 09064 774480**

**Gundam Competition 09064 774484**

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 8th August 2001. The editor's decision is final and no correspondence will be entered into.

Gundam Wing(c)1995 Sotsu Agency, Sunrise, ANB



**We've got another top Datel peripheral for you this month – a devious device that lets you send e-mails with a Game Boy! Who needs a PC anyway?**

# A PIECE OF

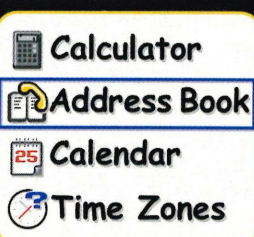
## World Port

The trouble with e-mail is it costs so much. Not to send – that's just a local-rate call. It's just that before you even start, you need an expensive computer and a subscription to an ISP (Internet Service Provider, fact freaks), or maybe a TV or phone that's capable of getting on the net. It all costs money, and you have to learn how to use the damned things before you can even start e-mailing your mates. Now all that has changed. World Port, from Datel Electronics, is a fully-functional e-mail machine, and with it you can send mail with your Game Boy Color or Game Boy Pocket. It also works with the new Game Boy Advance, taking advantage of the new machine's backwards-compatibility. So how does it work? Let's start at the beginning. E-mail is short for electronic mail, and it's used to send text



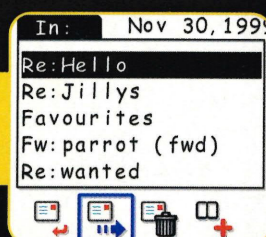
**You write your e-mails using a virtual keyboard. It's faster than you think...**

messages from one computer (or other e-mail device, where applicable) to another using the telephone lines. It's a little like a textie on a mobile phone, except it's a darned sight easier to type and it's not restricted to 160 letters, so you don't end up with space-saving oddities like 'R U OK, M8?'. Everyone's getting e-mail; everywhere you look people are giving e-mail addresses alongside their phone numbers. Soon it will be unusual for anyone NOT to have an e-mail account. So what's the best way to jump



**The World Port comes with a wealth of accessories.**

on the e-bandwagon? The Datel World Port is by far the cheapest way of getting e-mail. It works on the Advance as well as the Color and Pocket Game Boys, and costs only £24.99. There's no subscription or account charges, but you do have to buy 'top-up' cards to spend on mailings. They're a bit like pay-as-you-go mobile phone vouchers. You can save money by getting all your e-mails ready while off-line, then sending them all



**Go into your mailbox and check your mail...**

at once when you connect. And how do you connect? Simple – just plug one end of the lead supplied with the World Port into the cart itself, and the other end into any phone socket. That's right – you can use your Datel World Port anywhere with a UK phone line, and can send to and receive from anyone with an e-mail account – they don't have to be using a World Port. You



**The main menu - it all starts here...**

can e-mail PCs, Internet phones, Sega Dreamcasts – anything! And what's more, Datel will send you a free e-mail newsletter, packed with gaming news, new releases and corking codes for Datel's sizzling Game Boy and Game Boy Advance cheat carts. E-mail is the thing of the future, and with such a versatile machine available at such a good price, can you afford NOT to buy a Datel World Port?

## COMPETITION

### Three Datel World Ports must be won!

Those awfully-nice bods at Datel Electronics have given us three Datel World Ports to give away! That's right – three lucky readers will walk away with a World Port absolutely free. To be in with a chance of winning, just answer this simple question:

**Q: Can the Datel World Port send e-mails to computers as well as other World Ports?**

**A: No      B: Maybe      C: Yes**

When you think you know the answer, call our exclusive World Port Competition hotline and leave your name, address and your answer.

**World Port Competition Hotline**

**09064 774484**

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and closes at midnight on 8th August 2001. The editors decision is final and no correspondence will be entered into.





## World Port on the Cheap...



Hiya guyz and galz. Sakura's here, with a kewl new offer for ya! You can e-mail my marvellous mailbag on sakura@gbxtreme.co.uk, which is another good reason to get your sweaty mitts on a World Port. So I've talked the guyz at Dattel into giving my

loyal fans a top special offer of an AMAZING £10 off the usual price of a World Port! That's right – you pay £14.99 instead of the usual £24.99! To take advantage of this sizzlin' offer, call the D3 World Order Hotline on 08456 010 015 with ya credit card handy, and when you're

asked what you want to order, say 'A World Port, and Sakura says give me £10 off'. The guyz and galz over there all know me, and they've been briefed on the GBX/Dattel special offer. Alternatively, if ya've got the web, order on

www.codejunkies.com. The offer ends on 30th September 2001, so ya better be quick!

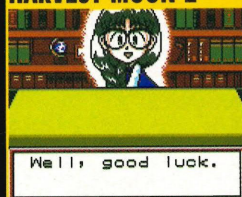


# THE ACTION

## Instant Replay! The latest and greatest games cracked wide open with the Action Replay Xtreme!

The following cheat codes can only be entered using a Dattel Action Replay Xtreme cheat cartridge. If you haven't got one already, get one – they're rather brill!

### HARVEST MOON 2



**Infinite Cash**  
913F03CE  
914204CE  
910F05CE  
**Infinite Turnip Seeds**  
916311CF  
**Infinite Potato Seeds**  
916312CF  
**Infinite Asparagus Seeds**  
916313CF  
**Infinite Tomato Seeds**  
916314CF  
**Infinite Corn Seeds**  
916315CF  
**Infinite Melon Seeds**  
916316CF  
**Infinite Eggplant Seeds**  
916317CF  
**Infinite Peanut Seeds**  
916318CF  
**Infinite Potato Seeds**  
916319CF  
**Infinite Carrot Seeds**  
91631ACF  
**Infinite Broccoli Seeds**  
91631BCF  
**Infinite Napa Seeds**  
91631CCF  
**Infinite Grass Seeds**  
91631DCF  
**Infinite Rosemary Seeds**  
91631ECF  
**Infinite Camomile Seeds**  
91631FCF  
**Infinite Sage Seeds**  
916320CF  
**Infinite Saffron Seeds**  
916321CF  
**Infinite Geranium Seeds**  
916322CF  
**Infinite Lavender Seeds**  
916323CF

**Infinite Primrose Seeds**  
916324CF  
**Infinite Orchid Seeds**  
916325CF  
**Always 99 Food**  
91632ACF  
**Always 99 Drink**  
91632BCF  
**Have 999 Lumber**  
91e739CF  
91033ACF  
**Never Get Exhausted**  
916300CE  
**Have 999 Fodder**  
91e737CF  
910338CF  
**Have Fishing Rod**  
9101FDCE  
**Have Miracle Glove**  
9101FECE  
**Have Bell**  
9101FFCE  
**Have Whistle**  
910100CF  
**Have Horn**  
910101CF  
**Have Sprinkler**  
910103CF  
**Have Brush**  
910104CF  
**Have Shampoo**  
910105CF  
**Have Milker**  
910106CF  
**Have Clippers**  
910107CF  
**Have Scissors**  
910108CF  
**Have Net**  
910109CF  
**Have Cow Medicine**  
91010ACF  
**Have Cm Potion**  
91010BCF  
**Have Sheep Medicine**  
91010CCF  
**Have Sm Potion**  
91010DCF

### HANG TIME

**Left Score 99**  
916361C1  
**Right Score 99**  
916362C1  
**Left Score 0**  
916361C1  
**Right Score 0**  
916362C1

### FULL TIME

**Left Score 0**  
91001EDE  
91001FDE  
910022DE  
**Right Score 0**  
91001BDE  
91001CDE  
910021DE  
**Left Score 9**  
91091EDE  
91091FDE  
910922DE  
**Right Score 9**  
91091BDE  
91091CDE  
910921DE

### DRAGON TALES: DRAGON WINGS

**Freeze Timer**  
91403FCA

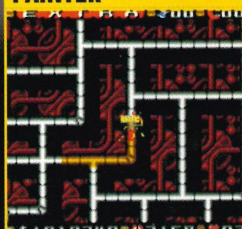
### ATV RACING

**Infinite Continues**  
910308C2

### POCKET SOCCER

**P1 Scores 20 Goals**  
911401CF  
**CPU Scores No Goals**  
910002CF

### PAINTER



**Infinite Lives**  
910580C3  
**Infinite Springs**  
910349C6  
**Infinite Power Pill**  
910341C6

### HEROES OF MIGHT & MAGIC 2



**Infinite Gold**  
016327CC  
016328CC  
**Max Wood**  
016321CC  
**Max Mercury**  
016322CC  
**Max Ore**  
016323CC  
**Max Sulfur**  
016324CC  
**Max Crystals**  
016325CC  
**Max Gems**  
016326CC

### KARATE JOE

**Infinite Health**  
910526D0  
**Infinite Lives**  
910514C3

### INDIANA JONES AND THE INFERNAL MACHINE



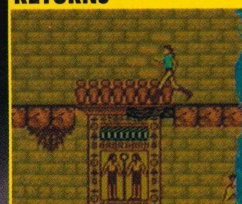
**Infinite Health**  
9100F3CE  
**Infinite Air**  
9127B0CE  
**Infinite IQ**  
97FF2BD2  
**Urgon's Part**

013D62CA  
**Taklit's Part**  
013E63CA  
**Azerim's Part**  
013F64CA  
**Nub's Part**  
014065CA

### TRICK BOARDER

**255 Grand Prix Starter Points**  
91FFC5CA  
**Infinite Turbos**  
9104C2CA

### THE MUMMY RETURNS



**Infinite Health**  
943F2DD0  
**Infinite Ammo**  
9163DACE  
**One Hit Enemy Kills!**  
940063D0  
**First Person View: Infinite Health**  
943F21D0  
**First Person View: Stop Timer**  
91BFD1CF  
**Never Reload**  
910628C2

### RAINBOW ISLANDS

**Infinite Lives**  
91056AC1  
**Have Massive Score**  
919976C1  
919977C1  
919978C1  
**Invincible**  
9163CBC1

### ULTIMATE FIGHTING CHAMPIONSHIP

**P1 Infinite Health**  
012B0BC7

**P1 No Health**  
01000BC7  
**P2 Infinite Health**  
012B2BC7  
**P2 No Health**  
01002BC7

### TOY STORY RACER

**Start On Last Lap**  
910316C2  
**Max Coins**  
9163D2C6  
**Infinite Time**  
9163D4C6

### SCOOBY DOO: CLASSIC CREEP CAPERS

**Have Stool**  
93E080D4  
**Have Book**  
93E040D5  
**Have Towel**  
93E0E0D7  
**Have Sausage**  
93E0C0D7  
**Have Extract**  
93E020D6  
**Have Shards**  
93E0E0D6  
**Have Tape**  
93E0C0D5  
**Have Note**  
93E0E0D4  
**Have Glasses**  
93E080D5  
**Have Lab Coat**  
93E0F0D6  
**Have Key**  
93E010D7  
**Have Moustache**  
93E000D7

### RUGRATS IN PARIS

**Max Tickets**  
01630BDA  
**Stop Timer**  
01093ADA

### RACE TIME

**Always First**  
9101C8C2

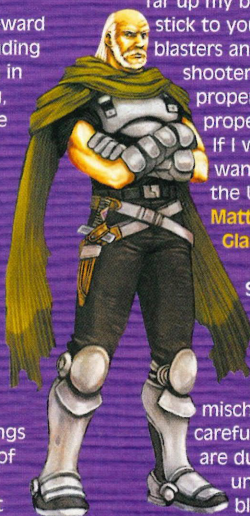


# RETURN FIRE...

She's back with a bang, and she's been sorting through your merry missives! Here's the pick of the bunch...

## On a Role...

Dear Sakura,  
Who does R. Supward think he is? Sounding off at the mouth in last month's mag, claiming RPGs are all boring, and that there's too many of them. Well, Mr Supward, I've got news for you. Just 'cos you're too thick to play RPGs, it doesn't mean everybody dislikes them. I'd like to see things from your point of view, but I can't get my head that



far up my backside. You just stick to your mindless blasters and brain-dead shooters, and leave the proper games for the proper gamers.

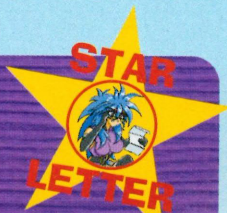
If I win Star Letter, I want *Napoleon* – the UK version.

**Matthew Cummings, Glasgow**

**Sakura says:**

Hey, take a deep breath! Jeepers, you'll do yerself a mischief if ya not careful. True, there are dull, unimaginative blasters out

there, but there are some very good ones too. Ever played *Metal Gear Solid* or *R-Types*? And while no one luv's a kewl RPG more than lil ol' me, not every role-player's 100% smeg free. Have ya never played an RPG with a dud storyline, tedious battles and no sense of progress? There's good and bad games in every genre, ya know! And by the way, who offered an Advance game for the Star Letter prize? Sure wuzn't me! Ya can have a World Port 'n' like it!



star letter ★ star letter ★ star letter ★ star letter ★ star letter ★ star letter

## Haunting Hybrids

Hey Sakura,  
Have you played *Dragon Warrior Monsters* yet? Cool, isn't it? One thing perplexes me, though – why does the Slime-Fang look like a cross between a Pokémon and David Beckham?

**V. Adams, Chingford, Essex**

**Sakura says:** Jeepers, ya right! I can tell ya why he looks like a Pokémon – it's cuz *Dragon Warrior Monsters*, erm, 'borrowed' loads from the *Pokémon* gamez. Why he's got a David Beckham haircut is anyone's guess.

Perhaps they use FangSlime the same barberz?



**FangSlime SLIME FAMILY**

## On the Case...

Dear Sakura,  
Why don't game producers sell their games in cases any more? When you buy new games now, you get them in a cheap plastic bag. It was a lot better when they came in cases. Will you get cases with Advance games?

**Grant James, Northfield, Birmingham**

PS. Do you think we'll see the return of the Final Fantasy classics for the GBA, and where's *Zelda Advance*?

**Sakura says:** Hey, ya spoke for me too! It's a real shame we no longer get plastic cases for our carts, but if ya desperate, ya can buy 'em separately in packs of four. Ya don't get cases with Advance games either, I'm afraid. And Final Fantasy and *Zelda* on the Advance? No news, but watch this space...

## Big Mistake...

**Yo Sakura,**  
Cool mag, but I like to look for mistakes, and I found two in your first issue!

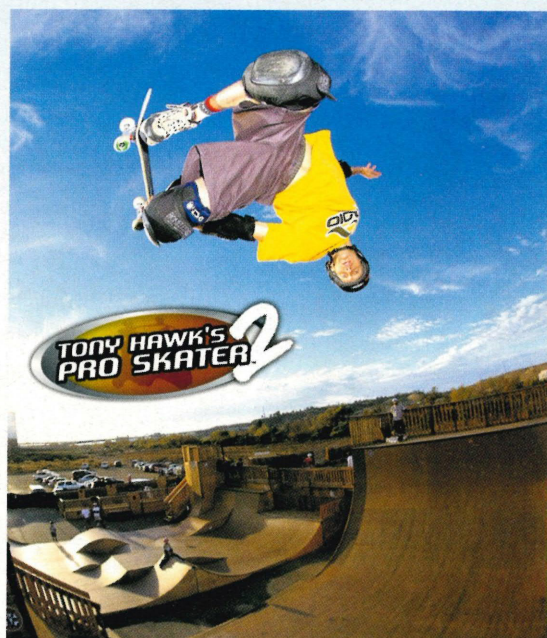
1. On Page 53 (the Action Tips cards), I noticed there was a pic of *Tony Hawk's Skateboarding*, but on the back with the cheats it told a DIFFERENT story; it was *Tony Hawk's Pro Skater 2!!!*  
2. On your free vid (the one with the cool previews and reviews), the back of the vid cover said that there was a review of *Alone In The Dark*, but when you WATCH the vid, what ya know? THERE ISN'T!!!

Sooooo EXPLAIN yourselves! Heh, heh, heh! If you don't admit that you made mistakes then you, toughie of a girl, IS WEAK! HA-HA-HA!

Evil rules again on this world, AND Sakura CANT KILL IT! HA-HA-HA! Oh yeah, by the way – I take MEDIUM SIZED TEE-SHIRTS!

**R. Swann, Co. Donegal, Ireland**

**Sakura says:** Hey, no wonder ya sent this letter by e-mail! Bet they don't let ya use sharp objects like pens and pencils where you are! Regarding the *Alone in the Dark* review on the vid, ya right – sorry! We couldn't get it filmed in time, and we had to hold it back until this ish. Still, ya got it now and it's well kewl, isn't it? And as for *Tony Hawk's*, ya got us! We used the wrong logo – the cheats are for *Tony Hawk's Pro Skater 2*. No one's perfect, ya know... Enjoy ya T-shirt - hope it fits.





## Runnin' Out

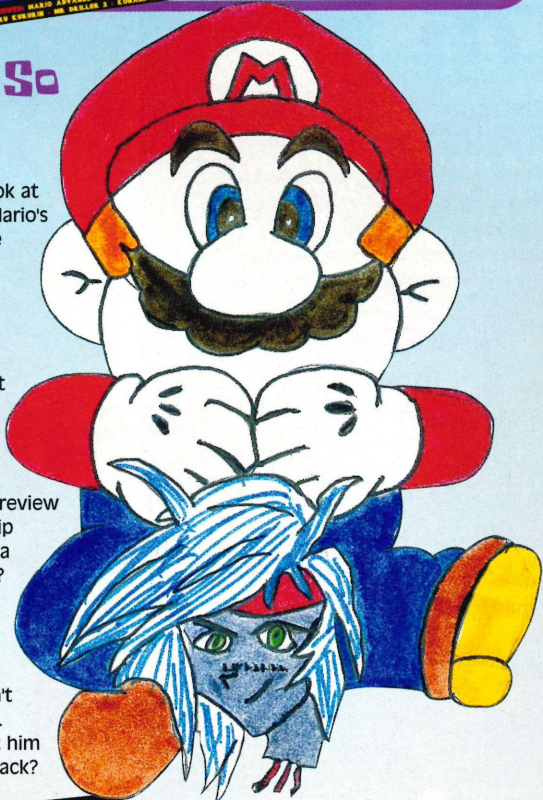


## Ya Ain't So Tough...

Dear Sakura,  
You ain't so tough! Look at this picture I drew - Mario's ripping your cute little head off! Serves you right, methinks...

Adrian Grundy, Leeds, Yorks

Sakura says: YOU ain't so tough either. Ya didn't draw that piccy, ya traced it! Ya used the art from last issue's Mario Advance review and replaced the turnip with my head! What ya tryin' to say, wise guy? For the record, my beautiful bonce is right where it should be, and it ain't grey. Besides, Mario wouldn't hurt me - he's a mate. Who d'ya think taught him to use that fireball attack? The Plummers' Union?



Fire off those e-mails! With a Datel World Port, you can send and receive electronic messages by connecting your Game Boy to the phone. And not just to other World Port users either - you can send to and receive from anyone with an e-mail account. To stand a chance of winning a World Port or a Code Junkies T-shirt (state XL or M), send your letters, art and spare ammo clips to: Sakura, GBX, Stafford Road, Stone, Staffordshire ST15 0DG, or e-mail on sakura@thinicemedia.co.uk.

Dear Sakura,  
Loved your first issue, but I had to read a mate's because I was on holiday when it came out, and all the newsagents near me had sold out when I got back. Can you print more next time?  
Warwick Kidd, Ludlow, Shropshire

Sakura says: Aww, bad luck! If you're still after a copy of our sizzling first issue, check out Page 47 - we still have some left in storez. Also, check out Page 22 for our incredible free subscription offer. Jeepers! Six issues for the price of the postage and packing? Ya can't say fairer than that...

# BACK WITH A BANG!

## COMPLETE YOUR GBX COLLECTION WITH OUR ACE BACK ISSUES OFFER...

Did you miss the first sizzling issue of GBX Magazine? No worries - you can order a copy through our back issues service. And you don't even need to send us any money! Instead, just pick up the phone and dial 09065 151402. It's a £1.50-a-minute line, so the cost of the mag is covered by the call. Simple...

## GBX Magazine Issue One!

Just look at what we packed into the first sizzling issue of GBX Magazine!

## REVIEWS

### GAME BOY ADVANCE

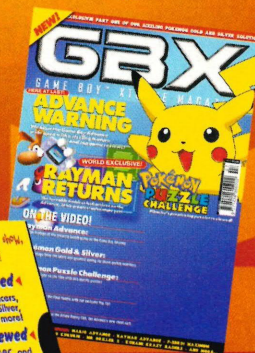
Castlevania: Circle of the Moon  
ChuChu Rocket  
F-Zero: Maximum Velocity  
GT Advance  
Konami Krazy Racers  
Kuru Kuru Kururin  
Mario Advance  
Mr Driller 2  
Pinobee: wings of Adventure  
Rayman Advance

### GAME BOY COLOR

Alone in the Dark: The New Nightmare  
Karate Joe  
Pokémon Gold & Silver  
Pokémon Puzzle Challenge  
Portal Runner  
Rainbow Islands  
Space Invasion  
Spider-Man 2: The Sinister Six  
Tootuff  
X-Men: Wolverine's Rage

## PLUS...

Pokémon Gold and Silver Solution Part One  
Feature, the Game Boy Advance  
Your first set of Action Tips coupons  
The Kit Bag, a sackful of happening gadgets



## ON THE VIDEO!

Rayman Advance, Pokémon Gold and Silver, Pokémon Puzzle Challenge, F-Zero, Konami Krazy Racers, Mario Advance, Rainbow Islands and a Top Tip on Merlin!

## BACK ISSUES HOTLINE!

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*PSi-2* is the best magazine around if you're a PlayStation 2 or PlayStation owner. It has 132 pages packed with underground news, get-to-the-point reviews and jaw-dropping previews. Every issue there's also a fantastic coverdisc containing a powerful cheat engine that unlocks the latest PlayStation 2 games, plus extra levels for PS2 games like *TimeSplitters*, full Yabasic games, interviews with top game developers, reviews of the latest must-have gadgets and in-depth reviews of what's hot in Japan.

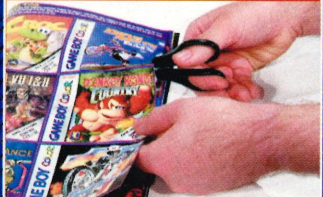


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## ACTION TIPS

Are you ready for action? With our cut-out-and-keep cheat cards, you're always prepared!



1: First, cut out your sizzling Action Tips coupons.



2: Store them in your game boxes, along with the cart. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



3: Whenever you play the game, you've always got the cheats handy!

ACTION TIPS: SPONSORED BY



The greatest cheat carts ever to hit the handheld...

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## ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.

Nintendo

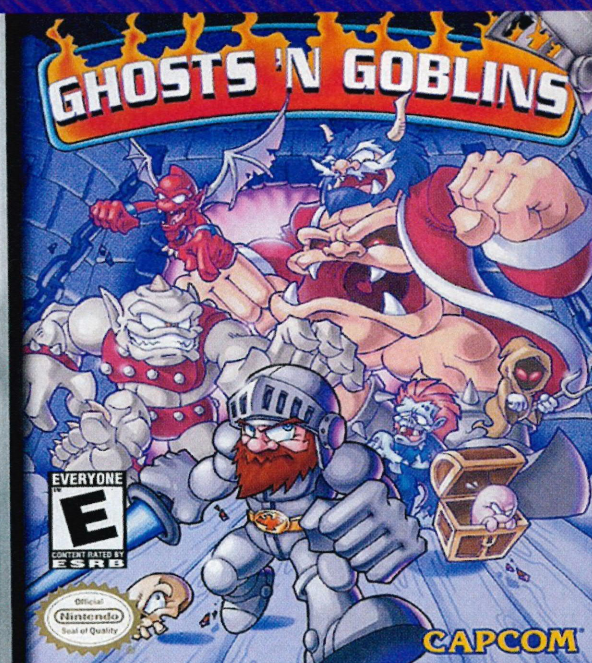
GAMEBOY COLOR



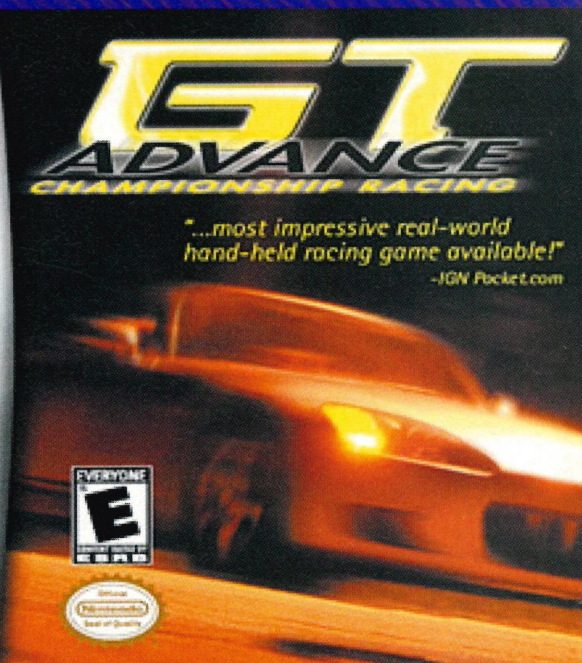
GAMEBOY COLOR



GAMEBOY COLOR



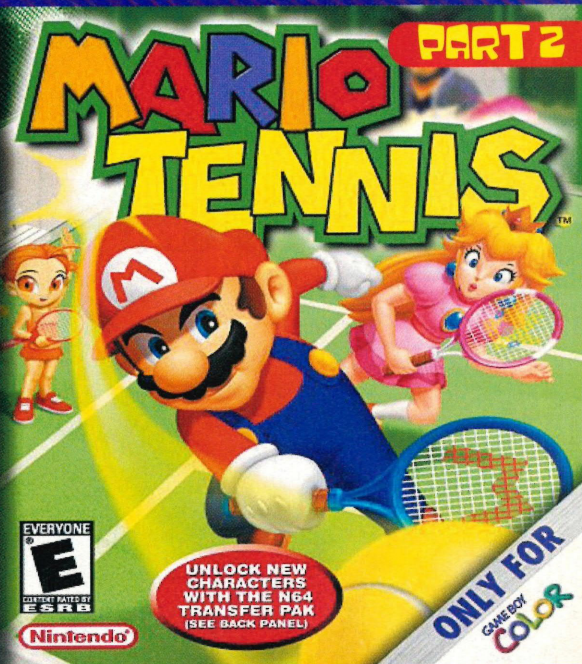
GAMEBOY ADVANCE



GAMEBOY COLOR



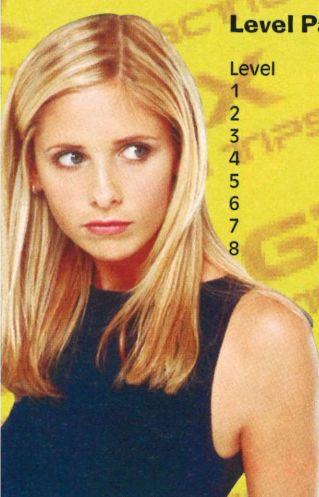
GAMEBOY COLOR





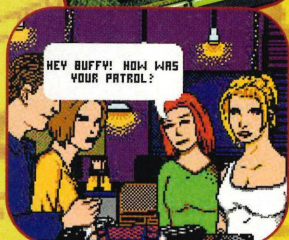
INFINITE  
AMMOEXTRA  
CHARACTERSINFINITE  
HEALTHEXTRA  
VEHICLESALL  
WEAPONSINFINITE  
LIVES

# BUFFY THE VAMPIRE SLAYER



## Level Passwords

Level	Passwords
1	3NKFZ8
2	9MD1WV
3	XTN4F7
4	5BVPL2
5	9D6F0S
6	TSCNB4
7	CSJTQZ
8	BNPXZ9



## ACTION REPLAY

Infinite Stamina  
013F4DC7Vampires have no  
Stamina  
0100DFC7

GBX

# BATMAN OF THE FUTURE: RETURN OF THE JOKER

## Level Passwords

Level	Passwords
2	C76564J
3	L88R8TC
4	Y539WZG
5	NTTJ9KY



GBX

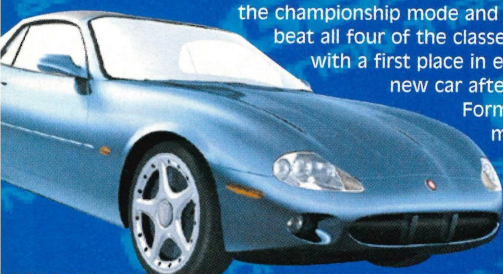
# GT ADVANCE

## HIDDEN GO-KART MODE

To access the Extra Go-Kart mode play through the championship mode and beat the beginners, middle, and high-speed classes. You should get a new car after the last race you win that is a go-kart and then go to the main menu and the first option that was unlockable will say extra.

## FORMULA 1 MODE

To access the Extra Formula 1 mode play through the championship mode and beat all four of the classes with a first place in each race. You will get a new car after the last race. It is a Formula 1 race car. At the menu screen the Extra 2 option will be available.



GBX

# GHOSTS 'N COBLINS

## Level Passwords:

1-2	LKBL
1-3	QZeroM1H
1-4	PS57B4
1-5	TJR72
1-6	JJT77L

2-1	GNK00H
2-2	GN1508J
2-3	X4350MR
2-4	LS59114
2-5	DN7937
2-6	XN99333

End N8CK40N



## ACTION REPLAY

Level Select 04: Shield  
010XADC0 Infinite Lives  
From 0 to 6 0103ACCOWeapon Select Get Hit Once to  
010XB6C0 be Invincible  
0100FBCA  
019CFDCA  
0138FCCA

GBX

# MARIO TENNIS

## NINTENDO 64 CHARACTERS

Use the Transfer Pak with the Nintendo 64 version of Mario Tennis. Select 'Transfer' at the main menu, then select 'Game Pak Check'. After it checks, an icon that says 'Transfer N64 Characters' will appear. This will allow you to play as Bowser, Waluigi, Wario, and Yoshi.

## MORE MINI-GAMES

Unlock the Nintendo 64 characters, then check the mini-game screen. More entries should be available. To unlock even more mini-games, win the Junior, Senior, Varsity, and Traveling Leagues in Singles and Doubles.



## GAME RESET

If you lose a game in RPG mode, pause the game immediately before the score appears. Save the game, quit, then resume the game you were just playing. The game (not match or set) will be reset.

## GOLD OR SILVER RACKET

After becoming part of the traveling team, equip the Iron racket, and head towards the lake by the training courts. Engage in a 'pound the A button repeatedly' mini-game, and you will earn the favor of a water sprite and one of the elusive rackets upon racking up 100 swings. Good Luck!

## ACTION REPLAY

Player Two wins no  
games  
9100e3c8  
00000000Player One wins  
three games  
9103E2C8  
00000000

GBX

# MARIO TENNIS

## CASTLE COURT

Play Luigi's Shooting Star mini-game and win both levels. When you get to the third level, beat the high score of 60 to unlock the Castle Court in linked play and exhibition modes.

## TROPICS COURT

Play Baby Mario's Target Shot mini-game and win both levels. When you get to the third level, beat the high score of 60 to unlock the Tropics Court in linked play and exhibition modes.

## JUNGLE COURT

Play Donkey Kong's Banana Bunch mini-game and win both levels. When you get to the third level,

beat the high score of 60 to unlock the Jungle Court in linked play and exhibition modes.

## STAR COURT

Play Mario's Boo Blast mini-game, complete levels 1 and 2, and beat the high score to unlock the Star Court.

## PLAY AS STUDENTS

Defeat the students you face in the Junior, Senior, Varsity, and Traveling Leagues to unlock them at the character selection screen.

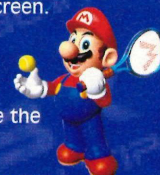
## PLAY AS MARIO

Successfully complete the game in Singles.

## PLAY AS PEACH

Successfully complete the game in Doubles.

## PART 1



GBX



## ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.





# PITFALL: BEYOND THE JUNGLE

Level

Passwords

Caverns

Volcano

Prison

Scourge

FLTYWTRS

GNGDWN

SLTHHRNG

SWPNGBLW

GBX

# MERLIN

Level Passwords

Passwords

TDRDPS

HRCBF

BLBBBK

MRTFS

NCVBCH

DRBGSB

SDSD

CLTSBC

TNGDNK

WFDBHS

HCTDW

NDBR

LBRFC

SLLBF

NCCGQ

TNBLTB

CLPMCT

DBBLBG

HNRFH

GBX

# SPACE INVADERS

Classic Mode

Enter CLSS1281999DBM as a password.

Passwords

Planet

Genus

Earth

Stars

Computer

Return

Oranus

Leptune

Pluto

Invader Homeworld

V8RRC2HX3?RJC

Password

RTJNPBKX2RJPW

WWYXTC2NQW79VY

?WZ4VCLN4W81V?

RSSN3QJ78?GJMC

WSPZMSO8N?H8NF

CV1?QWKGJ3X8R5

HV27RW1GN3YOR7

MV7HRLCHS3ZSR9

ACTION REPLAY

Aliens Can't Shoot

010419D1

Infinite Ships

010269D7

GBX

# SAN FRANCISCO RUSH 2049

Level Passwords

Level

Track 2

Track 3

Track 4

Track 5

Track 6

Track 7

Track 8

Track 9

Passwords

MADTOWN

FATCITY

SFRISCO

GASWRKZ

SKYWAYZ

INDSTRL

NEOCHGO

RIPTIDE

ACTION REPLAY

Infinite Time

9163f7c2

Always Place 1st

9101eac2

Start On Third Lap

9103e8c2

GBX

# THE SIMPSONS: NIGHT OF THE LIVING TREEHOUSE OF HORROR

Passwords

JTWKYTBKWB

FWXCKJXGLWN

TNSLRYSJGWW

BXPGCFPJWB

WSQLSWRBNRF

WSQJLTQFYWK

NPKYGBKTFWQ

XQRFJWRBTWP

ACTION REPLAY

Infinite Lives

91059CC2

Invincible \*

912048C2

Infinite Health

9120A5C2

\* Turn off to pick up items

Freeze Timer

91337CC2

GBX

# TETRIS DX

ALTERNATE SCREENS

Press Select during demonstration mode to display an aquarium screen. Press A (x2) to return to demonstration mode then display a confetti screen. Press B (x2) to return to the demonstration mode then display a chalkboard.

ASCENDING BLOCKS

Hold Left until a piece touches the wall. Continue to hold d-pad Left and rapidly tap A. Alternately, hold Right and rapidly tap B. (Note: Cheat does not work on symmetrical pieces like the square and straight bar.)

CONTINUE GAME

Press Start to pause game. Then turn Game Boy off. When the unit is turned on again, a 'Continue' screen will appear.

EXPERT MODE

Press Start during game. Then press Select. The preview window will not display the next piece when game resumes.

IN-GAME RESET

Press Start+Select+A+B during game.

GBX



# **X** **SOLUTIONS • TIPS • PLAYER'S GUIDES**

# **TREME**

# **solutions**



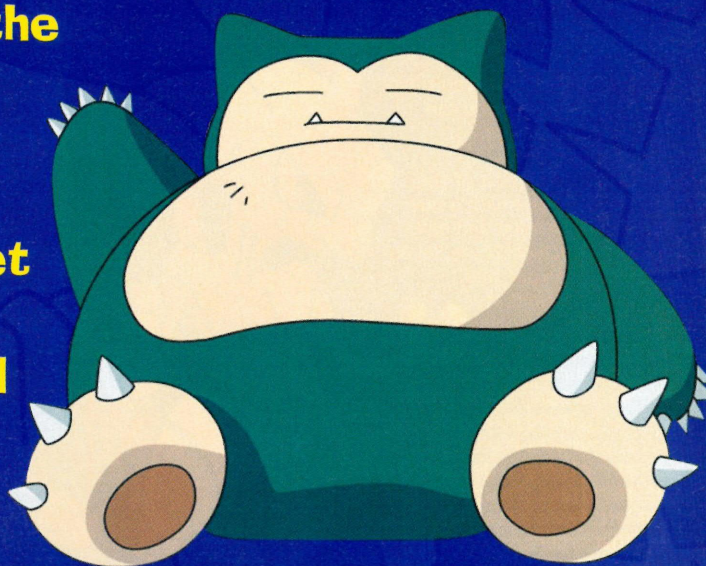
# **POKÉMON**

# **GOLD & SILVER**

*Gotta catch 'em all!*



**Last month we took you from the start of the game to the credits screen, but the action's not over yet. You've still plenty of Pokemon to catch and trainers to fight before you complete whichever of the pocket monsters' latest outing you're playing. So let's get cracking and explore the rest of Johto...**



**T**he battle's not over yet. You've beaten the Johto League, but now you must take on the Kanto League and win eight more badges. Your rival's still on the prowl, and you've a way to go before you finally topple him. After the credits, go to Professor Elm's lab and collect the SS ticket, which allows you to travel on the SS Aqua. Go back to Olivine City, the town with the

lighthouse. Go south until you reach a house that takes you down to a docking bay. You can duke it out with many trainers on the boat. You can also find the missing girl in the captain's room downstairs - fight the sailor blocking your way. This gives you the Metal Coat. The boat takes you to Vermilion City, but only on Mondays and Fridays. Incidentally, you can only make the return trip on Wednesdays and Sundays.



**Y**ou soon get to Vermilion City. The sleeping Snorlax can't be awoken until you get the Expn. Card after restarting the Power Plant. When you have it, set the radio to Poké Flute wake it and get to the Diglett's Cave. Get the Clefairy Doll from the Fan Club - you need it later. After fixing the Power

Plant you can return it to the Copycat Girl in Saffron City and get a Rail Pass. Also, remember the guy standing near the Snorlax - he gives you a Max Up when you have all eight badges. Explore the town. You might get hold of the Ultra Rod from the fisherman. Now go tackle the gym and its leader, Lt Surge...



## Lt. Surge: Thunder Badge

His Raichu likes to use strong electric attacks. Use a strong Rock or Ground Pokémon to take it out. The Electrode is also vulnerable to Rock and Ground monsters. It uses its speed and cheesy strikes to fight, so take care.

Next comes the Electabuzz, a nippy little critter with plenty of Electric moves. Throw in the odd Ice move for good measure here. The final two critters, an Electrode and a Magneon, aren't too hard - once more it's Ground, Rock and Ice attacks to the fore. Beat him and collect the Thunder Badge.



**W**hen the Marsh Badge is won, go down Route Eight and take on the Biker Trainers. You can catch wild Kadabras and (at night) Haunters here, and there's a Przcureberry tree near Lavender Town. In Lavender Town itself, there's a power cut. Make your way down Route Ten, through the Rock Tunnel, where you can catch Cubone and Kangaskhan. Go on to Route Nine and catch two Electabuzz so you can breed them for an Elekid, and then move on to Cerulean City. Surf to the Power Plant and talk to everybody then go to leave.

You're told a thief has taken a part from the plant. Find him in the gym - he runs away. Chase him and the men outside tell you he went for Route 24. Head North out of town and catch him - defeat him in battle and he tells you he hid the part in the gym. Find it and take it back to the Power Plant to get TM07, Zap Cannon. Go to Saffron City and return the Copycat Girl's Clefairy Doll for the Rail Pass, allowing you to ride between

corner of the map and talk to the boy. Surf to the place he tells you about and use your Item Finder to find the Berserk Gene. Alas, the Gym Leader isn't home, so you must wander back north along Routes 24 and 25. At Bill's House, talk to the old geezer who asks you to bring

him Pokémon. He doesn't name them, but talks of them in riddles. For each one you identify and show him, he gives you a different Evolution Stone.

The Pokécreatures you need (in order) are

Lickitung, Oddish, Staryu, Growlithe and Pichu.

You won't have them all

yet, so remember where this guy is and come back when you have the next creature he wants.

You meet Misty, the Cerulean Gym Leader, outside. Go back to the Cerulean City gym and do battle.



Saffron and Goldenrod without waiting for the boat. In Lavender Town Radio Tower you can pick up the Expn Card to upgrade your radio. Go to the top-left

## Misty: Cascade Badge

Misty has evolved her Psyduck into a Golduck, and it has strong Water attacks. Use Electric and Grass strikes to topple it. The Quagsire is pretty easy. Once again, a grass or electric Pokémon gets the job done.

Lapras is Psychic/Water type, and darned tough. Use an Electric animal on him.

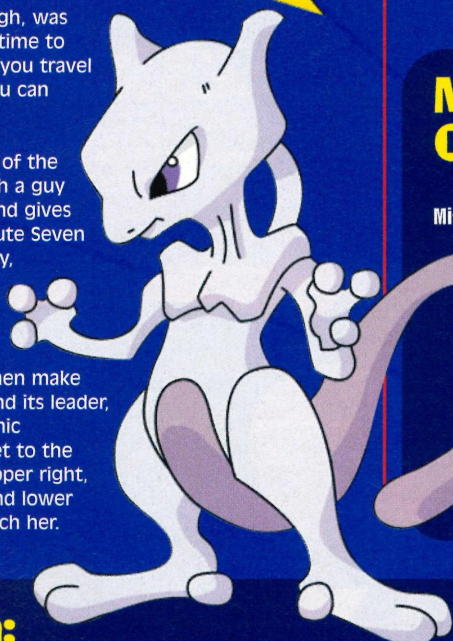
Finally, Starmie's another Psychic and Water type, and it has Recover. Use a grass or electric monster once more.



## Sabrina: Marsh Badge

Mr Mime isn't hard to beat, but is irritating. He likes to mimic your strikes and minimise himself to defend.

Alakazam is strong on attacks, but weak on defence. He uses pure Psychic moves, so use a monster that's good against them. Espeon is very similar, so repeat the tactics used for Alakazam.





**M**ove down Route Five, stopping off at the old woman's house to pick up Clense Tag, then move into Celadon City. There's an absolutely huge Pokémart, so stock up on goodies, and there's a Casino where you can win Porygon and

Eevee as well as TMs. Go to the restaurant in the south and search the rubbish for an item that lets you recover HP. In the mansion in the north, go through the back door at night for TM03, Curse. Now go to the gym and take on Erika for the Rainbow Badge.

## Erika: Rainbow Badge

Erika uses a Tangela, Bellossom, Jumpluff and Victreebell, all Level Fortysomething. They're all Grass-type Pokémon, so attack with Fire.



## Brock: Boulder Badge

This guy has a serious pack of Pokémon, but if you unload your Grass-types, you shred them all. Look out for the following monsters: Graveler, Omastar, Rhyhorn, Onix and Kabutops.



**M**ove along Routes 16, 17 and 18 to Fushia City. Players of earlier Pokémon games will probably head straight for the Safari Zone - bad luck, folks, it's closed. Head for the gym. Remember the Gym Master here? Well, as ninja master

Koga is now part of the Elite Four, it's his daughter Janine you must fight. Being masters of stealth, the other trainers can disguise themselves as her, so you face quite a battle just finding her. When you do, her Poison-type creatures shouldn't be hard to beat.

## Janine: Soul Badge

Janine fights with Poison-type Pokémon, namely Crobat (36), Weezing (36), Weezing (36), Ariados (33), Venomoth. They're all in the mid-thirties Level-wise, and if you have some decent Fire and Psychic Pokémon, you should have no trouble taking her out and pocketing the badge.





**T**ime for a small, but profitable, detour. Move along Route 15 - near the beginning there's a PP Up. When you reach Route 14, you see a girl searching for a Chansey. Search the exact piece of grassland she's searching to find one (they're rare, so be persistent), then trade it with her for an Aerodactyl. On Route 13 there's hidden Calcium to be found with your Item Finder, and there's a Nugget if you Cut and Surf on Route 12. Go to the house in the middle of Route 11 and answer 'yes' to the fisherman's question for the Super Rod that lets you catch the best Pokémon while fishing. This route takes you through a hatful of trainer battles too, so you come out tougher. You should now be near where you saw the sleeping Snorflex. Use your now-upgraded radio, set to

Poké Flute, to waken the sleeping Snorflex. Catch him carefully - it's the only one in the game, so be sure not to KO it if you want to complete your Poké Dex. Move into the cave for some Diglett and Dugtrios. At the northern end of the cave you reach Route Two. In the last patch of grass, you can find Pikachu! They're rare, so be careful. Catch a male and a female and you can breed them to get a Pichu, one of the creatures you need to take to the old guy mentioned earlier for the Evolution Stones. Move on to Pewter City. Talk to the old man near the entrance to Route Three. He gives you the Silver Wing (if you're playing Pokémon Gold) or the Rainbow Wing (for Silver players). This lets you catch the second Legendary Pokémon, Lugia for Gold gamers and Ho-oh for Silver.

If you've been following this walkthrough, you know where they are. Beware - it's now Level 70! If you're desperate for a Rapidash, go to the Pokémon Centre and part with a Gloom. There's no real point, though, unless it's to fill a gap in your Poké Dex. Move on to the gym, where you must tackle Brock and his Ground and Rock-type creatures.



## Blaine: Volcano Badge

For a leader that comes so late in the game, Blaine's surprisingly easy to trounce. He's a fire master, so get out all your best Water-type Pokémon and make sure he's put out. His creatures are as follows, with their levels in brackets: Magcargo (45), Rapidash (50), Magmar (45).



your Pokémon for free, making it like you more. This is essential when evolving certain monsters. Move along

**M**ake your way along Route Three, an uneventful journey that takes you to Mt Moon. Go into the cave, where you're jumped by your rival. This could be the last time the two of you duke it out, but it might not - only time (and this solution) will tell. He's beefed up his Pokémon and evolved some of them too, but at the end of the day, this is a straightforward battle which should be fought in the same way as your previous encounter with your rival. If you want to teach him another lesson, he's at Indigo Plateau on Mondays and Wednesdays. Proceed through the caves to the top of the mountain, where you find a souvenir shop. It's closed at night, so

make sure you're there by day if you want to do some shopping. On Monday nights the Clefairy Dance takes place in the clearing nearby. Smash the stone left behind for a Moon Stone, and catch a pair of Clefairs to breed a Cleffa. Go south down a tunnel, and after a short drop, you're on Route Four. Move on to Viridian City - the Gym Leader isn't here at the moment, but check out the Trainer House in the centre of town. If you've used the Game Link cable to swap a mystery gift or to enter battle with another gamer, you can fight a copy of his character here. If you haven't used the Game Link, you fight Cal. Either way, it's good for experience and you can do it once a day. In the south-west corner of the town, use Cut or Surf to

get to the guy and he gives you a Dream Eater, TM42. Pop along Route One, checking out the Bitter Berry tree at the first grassy patch, then into Pallet Town. If you've played any of the earlier Pokémon games, you'll recognise it instantly - it's where the games began! It will figure in a more important way later in the game, but for now, just check out the girl in the house near the entrance to Route One. If you see her between 3pm and 4pm, she grooms one of

Route 21 to Cinnabar Island, exploring the patch of grass in the north as you go. Mr Mime is sometimes here. On Cinnabar Island, talk to Blue, the missing Gym Leader. He's gazing wistfully over the sea. He returns to his gym. Use your Super Rod to fish for rare Pokémon, then it's time to find Blaine. Surf past Cinnabar Island to the lonely little island with nothing but a cave in the centre. This is Seafoam Island, and the cave is Blaine's gym.



**N**ow you can return to Pallet City and challenge Blue for the final Kanto Badge! This is the Earth Badge, and it also opens the routes to the last area in the game.



## Blue: Earth Badge

This guy's a real tough customer. Just look at his menagerie: Level 56 Pidgeot, Level 56 Rhydon, Level 54 Alakazam, Level 58 Gyarados, Level 58 Arcanine and a Level 58 Exeggutor. That's a formidable Poké Collection. It's also a well balanced team with no obvious weaknesses. Make sure yours is well balanced too, with Fire, Electric, Water and Bug or Dark attacks.

**B**eat Blue and you get the Earth Badge, the last of the Kanto League badges. Go talk to Professor Oak and you find you've also earned the right to proceed along Route 22 to your final challenge. Route 22 is an uneventful road to the Pokémon Reception area. There are a few wild Pokémon here, if you need 'em. As you pass the Reception Area, you reach Route 28 which leads to Mt. Silver. It's a hard journey filled with hard wild Pokémon, including the Sneasel, a Dark/Ice monster. If you need to polish your Pokémon, use the Pokémon Centre found on this route. There's also a house where a woman gives you TM47, Steel Wing, and some Rare Candy in the path in the woods. When you're ready, head to the hills and take on Mt. Silver. You need Flash, Surf and Waterfall to explore the mountain, but this shouldn't be a problem by now. Look out for the last few rare Pokémon, and make sure you search at day and night. Look out for item balls containing Max Elixir, Escape Rope, X Accuracy, Full Restore and Max Revive too. As you reach the top of the mountain, you get to enter a cave complex. In the final cavern, you get to meet the

game's main master, the ultimate Pokémon pugilist. He owns the most powerful monster in the game, a Level 81 Pikachu, and a hoard of other bottom-kicking creatures. His name? Red! Fight hard, and if you beat him, so hunting for those last few monsters missing from your Poké Dex. Red returns to the mountain every few days, so you can fight him over and again for experience if you wish.



## Red

Take care with this guy. You need a balanced team if you're to take out his troops and finally win the day. Make sure your creatures are all high level, at least 50 with most of them 70 or higher.

**Pikachu: Level 81**

Use a Rock Pokémon. A Donphan is ideal, but make sure he's tough enough.

**Espeon: Level 73**

This is one of the hardest Pokémon in the entire game. Watch out for its Psychic moves, and make sure your own monster is strong against this type of attack.

**Blastoise: Level 77**

This one's surprisingly easy to topple. Use a Slash attack and he falls pretty quickly.

**Venusaur: Level 77**

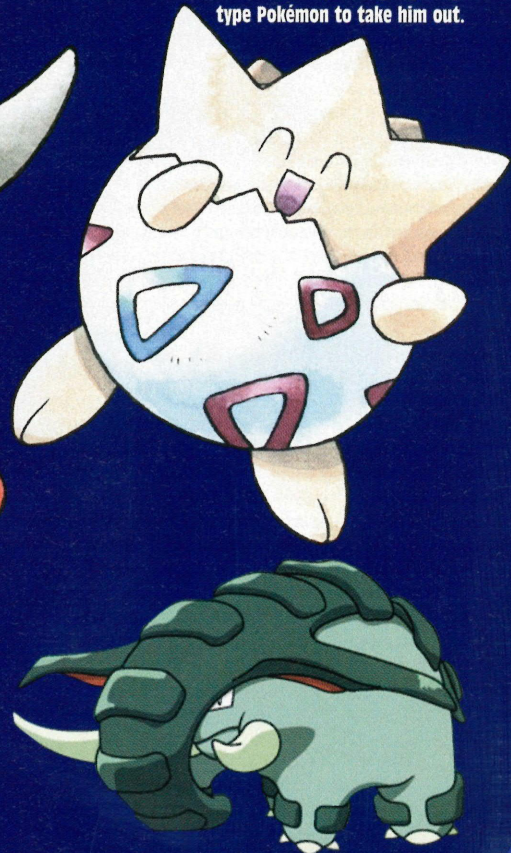
This is a Grass monster who uses Solar Beam and Razor Leaf a lot. Get out your Fire attacks.

**Charizard: Level 77**

Another surprisingly easy battle. He's a Fire-type, and very vulnerable to Water attacks. Now where did you put that Squirtle?

**Snorlax: Level 79**

This critter heals himself often and uses very strong attack moves. Use a very strong Fighting-type Pokémon to take him out.





# THE SIMPSONS™



# Night of The Living Treehouse of Horror

**Eat my shorts! It's that crazy cartoon caper with Springfield's finest. It's not the biggest game in the world, but it's darned tricky in places. If you're having trouble, don't give a cow - check out our top level guide!**

## Bad Dream House

1: Enter the first door to the right of the stairs to reach the basement. Find the two fuses and walk in front of the fuse box. Bart automatically puts them in.

2: Walk to the far-right of the basement to find a ladder. Go down and take the short cut to the right. Just jump off the edge and press right on the D-pad. Keep moving to the right to finish this section.

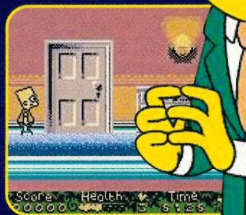
3: Go back out of the basement to the first floor. Go the second door to the right of the stairs and work your way left through the room. You find another fuse and another door. Do not go through this door yet. Instead, go back to the basement and place the fuse you just found. Now go back out of the basement door and enter the door on the left side of the stairs.

4: Make your way to the right and find the RED KEY. This is all you need to do in this room. Go back out the door to the left.

5: Now it's time to go up the stairs. Once on the second floor, enter the second door to the right of the stairs that has a BLACK lock under the handle. Move to the right and find the GOLD KEY, then go back out the way you came.

6: Go to the left and enter the room with the RED lock under the handle. Go through this room and enter the door at the back of the room. At the end of this room and you find the last fuse.

7: Go back to the basement. The first door to the right of the stairs. Place the fuse in the fuse box and then go back up to the second storey. Go to the door with the GOLD lock under the handle, and beat the ghost-possessed broom boss. In the left-hand corner of the attic you find the light.



## Flying Tonight

### Part One: Three Circuit Chips

1: To find the first one just fly to the right from the start. It is in between two faucets.

2: The second one is not to far away. Once you are past the second faucet and you are over a plate of peas fly up to the shelf that is next to the window. The second chip is next to the Venus Flytrap plant on the shelf.

3: The third one is also not far away. Fly up over the Venus Flytrap and then once past the shelf fly down to the bottom of the screen. There should be a plate of cheese to the left and doughnut to the right. Fly past the doughnut and you will see the chip.

### Part Two: Five Generators

1: To get to the first generator, move Maggie to the right until you see the three-eyed fish. Fly up and you see the generator. Move to the right of the generator and fly near the switch to turn it on.

2: To get to the second generator, let Maggie fall to the bottom of the screen. This should put you back near the three-eyed fish. Now move to the right past the two faucets and over the Venus Flytrap. Fly between the window and the cabinet. At the top of the cabinet move to the right and you see another generator.

3: Stay on top of the cabinets and move to the right. Fly over the orange box of Homer cereal and over to the next generator.

4: Drop down to the piping under Number Three and move to the left. Drop all the way down to the bottom of the screen and move to the right. You should pass over a plate of cheese some peas on the counter. You should also notice that you are flying under a cabinet. At the edge of the cabinet, fly up in between the electrical piping and the cabinet. Fly up until you see Number Four.

5: To find Number Five, fly to the top of the screen then to the right until you see the electrical pipes and follow them down. At the end of the pipes, follow to the right. You now see Number Five.

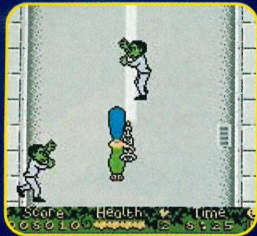
Now you have completed all of the tasks for the level. Just fly to the right under the stove hood and into the toaster.





## Plan 9 From Outer Springfield

The only goal in this level is to get to the end alive. There are two types of pick-up. One looks like a pool of water and increases your shot power by three. The other looks like a mound of dirt and increases your shot power by two. You can avoid most baddies and conserve your energy. When you get to the boss that fights from the manholes, move all the way to one side of the screen to minimise the number of holes from which he can hit you.



## Vlad All Over

This level is very straightforward. You just have to work your way through the level. When you get to burns, you have to jump on the four little platforms that lower the curtains.



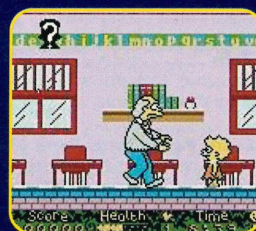
## Nightmare Cafeteria

The idea of this level is there are five different students who have been captured by the teachers. The player needs to save them. The outlines of these characters appear in the upper-left

corner of the screen. The player must help Lisa find the keys to open the cages and free the students. If you have a key, you can tell which outline (character) it's for by the key icon over the

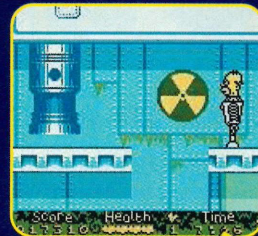
outline of the student. All the keys the player needs are hidden in cupboards or similar places. The keys are randomly hidden, so we can't tell you exactly where they are. To avoid being hurt

by a teacher, the player has to hide along the wall. You can only hide on a wall that has nothing against it.



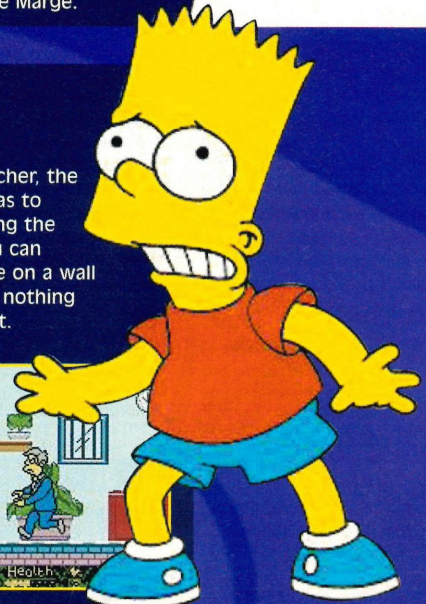
## If I Only Had a Body

The idea of this level is that Homer's head has put onto a robot's body by Mr Burns. The player must help Homer find his body parts and reunite his head with the rest of his body. Each of Homer's body parts is hidden behind a fire extinguisher or within radioactive barrels. The different parts are hidden randomly, so each time the player plays the level it will be different. When Homer finds one of his parts, a bone icon spins over Homer's head. The player can only carry one part at a time, so once you have found a part, make sure you take it back to the beginning of the level where you can place the part in the mould.



## King Homer

The idea of this level is that Homer Simpson is actually a large ape-like creature. Because of his size, he is being attacked by all sorts of things, planes, blimps, tanks, etc... He wants to get to Marge who is stuck on one of the buildings. The player needs to help King Homer get to Marge. The layout of this level is very simple. The player must travel to the right. Along the way you will fight many types of enemies. Progress to the last building on the right, climb to the top and save Marge.





# ON THE SHELVES

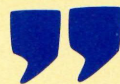


## Our monthly round-up of almost every game on the Game Boy Color scene...



I've played more Game Boy games than any man, woman or monster on this planet. Y'see, even an action-packed lifestyle like mine has its dull points. When you're holed up in a trench waiting for the enemy to make their move, or hiding out in some alien spacecraft infiltrating the Galactic Emperor's stronghold, ya need yer Game Boy Color to keep you

company. Some games thrilled – I got so engrossed I was almost killed for real. Others were about as much fun as being shot at. To separate the on-target shots from the abandoned shell cases, I've put together a briefin' on which carts are combat-ready and which should be dishonorably discharged. Pay attention – ya don't wanna waste your dough on a dud.



### 1,2,3... >

#### 102 Dalmatians:

**Puppies to the Rescue** . . . . .69%  
Great graphics, hollow design – typical Disney platformer...

**3D Pocket Pool** . . . . .89%  
The best ball-'n'-baize game on the GB yet – bar none! Real class.

**720** . . . . .38%  
The skateboard sim's 45° perspective makes it awkward.

### A >

**Action Man** . . . . .58%  
Weak controls and an average game. Takes time to get into.

**Aliens: Thanatos Encounter** . .37%  
Tedious top-down blaster destroyed by disastrous flaws.

**Alfred's Adventure** . . . . .86%  
Platformer with lots to do but little to see. Great fun, though...

**Alice in Wonderland** . . . . .65%  
Another dated platformer. Disney must try harder.

**All-Star Baseball 2000** . . .75%  
Interesting baseball sim. Not an ideal sport to convert, though.

**All-Star Baseball 2001** . . .75%  
Another baseball sim. Updated rosters, if anyone cares.

**All-Star Tennis 2000** . . . .81%  
Not a bad game of tennis, but not as good as Mario's marvel.

**Alone in the Dark: TNN** . . .81%  
Absolutely sumptuous arcade adventure in the *Resi Evil* mould. Greatest graphics ever!

**Animorphs** . . . . .45%  
Dreadful RPG, a poor man's Pokémon without the good bits.

**Antz** . . . . .78%  
Okayish platformer. Fun, but derivative.

**Antz Racing** . . . . .68%  
Great graphics, but it's difficult to anticipate the corners properly.

**Armorines: Project SWARM** .60%  
Awkward blaster. Would have been good if it weren't so clumsy.

**Army Men** . . . . .76%  
Little green men and their little brown foes. Fun shoot-'em-up.

**Army Men 2** . . . . .82%  
More polished than the original, but aiming is awkward at times.

**Army Men: Air Combat** . . .80%  
Micro version of *Desert Strike*? It plays really well too!

**Army Men: Sarge's Heroes** .55%  
What went wrong? Boring, limited and an insult to *Army Men*.

**Asteroids** . . . . .80%  
Fine update of the Atari classic. A real cool customer.

**Austin Powers: Oh Behave** .30%  
A terrible collection of gimmicks with next to no gameplay.

**Austin Powers: Welcome to my Underground Lair** . . . .22%  
Almost the same as *Oh Behave*, but somehow even worse.

**Azure Dreams** . . . . .69%  
An old PSX RPG comes to the GBC – not a bad effort either.

### B >

**Babe and Friends** . . . . .68%  
A weird sheep-herding puzzle game that doesn't quite come off.

**Backgammon** . . . . .79%  
It's backgammon. On the Game Boy. No more, no less. So there.

**Ballistic** . . . . .80%  
If you can get your head round the rules, this puzzler isn't bad.  
**Barbie Fashion Games** . . . .65%  
More of a toy than a game, but not at all bad. Honest!

**Barbie: Ocean Discovery** . .60%  
A collection of simple mini-games for the younger gamer.

**Bass Masters Classic** . . . .52%  
Nothing particularly classic about this fishy angling sim.

**Batman: Chaos in Gotham** .35%  
Sad and sorry Batman offering with stupid gameplay flaws.

**Batman of the Future: ROTJ** . . . .90%  
Sizzling scrolling fighter. Not too tough, but great fun.

**Battleship** . . . . .70%  
Game Boy version of the classic pen-and-paper game.

**BattleTanx** . . . . .38%  
Incredibly weak shooter. Drive to enemy, blast until it dies, repeat...

**Billy Bob's Huntin' & Fishin'** .60%  
Play a southern redneck in this wild frontier sim. Interesting...

**Black Bass Lure Fishing** . . .45%  
Another dud game based on the world's most boring sport.

**Blade** . . . . .89%  
Attractive, colourful and dynamic, but a little too short.

**Blaster Master: Enemy Below** 67%  
Strange drive-and-walk platformer that doesn't really gel. Poor visuals too.

**Boarder Zone** . . . . .73%  
Simplistic snowboarding sim with poor graphics but OK playability.

**Bob the Builder** . . . . .68%  
It's for the kids, but not a bad game. Toddlers only, though.

**Bubble Bobble Classic** . . . .90%  
Riveting retro action with Bub and Bob. A genuine classic!

**Buffy the Vampire Slayer** . .80%  
High-kickin' high jinks with the vampire-hunting vixen. Cool.

**Bugs and Lola** . . . . .70%  
Not the Looney Tunes series' finest hour, but not a bad game.

**Bugs Bunny in Crazy Castle 3** 73%  
Interesting puzzle platformer, but betrays its B&W roots.

**Bugs Bunny in Crazy Castle 4** 78%  
Graphics much improved, but essentially more of the same.

**Bust-a-Move 4** . . . . .79%  
Dreadful graphics, but great puzzlin' fun.

**Bust-a-Move Millennium** . .20%  
Where did they go wrong? This is ugly, awkward and smeg.

**Buzz Lightyear of Star Command** . . . . .33%  
Shoddy and basic *Toy Story* cartoon spin-off. A pile of pants.

### C >

**Caesar's Palace 2** . . . . .27%  
A completely pointless casino sim. Don't take a gamble on it.

**Cannon Fodder** . . . . .97%  
A scorching shooter. Original, attractive and funny – fantastic!

**Carl Lewis Athletics** . . . .91%

The best multi-eventer yet. A real gold medal winner...

**Carmageddon** . . . . .35%  
Awkward, irritating driver with abysmal controls. Give it a miss...

**Casper** . . . . .80%  
This adventure game for kids will appeal to the kid in us all.

**Catwoman** . . . . .40%  
Dodgy action game. You'd have more fun with a ball of string.

**Catz/Dogz** . . . . .43%  
This *Tamagotchi*-type toy gets very boring very quickly.

**Centipede** . . . . .60%  
The original's cool, but this shoddy conversion wins no friends.

**Championship Motocross 2001 Featuring Ricky Carmichael** .80%  
Good racing and enemy AI, but the tracks are too long.

**Chase HQ Secret Police** . . .70%  
Average conversion of race-'n'-chase coin-op. Weak visuals.

**Chessmaster, The** . . . . .89%  
Really great chess sim only let down by the lack of modes.

**Chicken Run** . . . . .83%  
Stealth and puzzle-solving in this escape-'em-up. *Feather Gear Solid*?

**Conker's Pocket Tales** . . . .80%  
Interesting arcade adventure that gets better as it goes on.

**Construction Zone** . . . . .19%  
A lousy effort – so workmanlike its jeans hang over its bottom.



**Cool Bricks** .....82%  
Sizzling *Breakout* clone with power-ups galore. Top stuff.

**Crazy Bikers** .....85%  
This crazy cart handles like a dream and even packs a track editor.

**Croc** .....40%  
Dodgy platformer that's not a patch on Nintendo's classics.

**Croc 2** .....90%  
What a difference! The reptilian rascal's second outing is streets ahead of the first.

**Cross Country Racing** .....39%  
Just another into-the-screen racer. Nothing special at all.

**Cyber Tiger** .....39%  
Dodgy golf sim with awkward controls and weak physics.

## D >

**Dave Mirra Freestyle BMX** .....93%  
Looks good, plays well, feels just right – stunt BMX perfection!

**Daffy Duck: Fowl Play** .....67%  
The level design on this one is much better than its graphics.

**Daikatana** .....93%  
Brilliant real-time RPG in the *Zelda* mould. Tough combat.

**David O Leary Total Soccer** .....88%  
Fab footie outing licensed from the Leeds Utd manager.

**Deadly Skies** .....11%  
Terrible plane combat game that plays itself to a large degree.

**Déjà Vu I & II** .....80%  
Perplexing detective point-and-click adventures. Challenging.

**Dinosaur'Us** .....57%  
Great graphics, but this action adventure doesn't really cut it.

**Disney's Aladdin** .....91%  
Fab Mega Drive conversion which proves Disney can design games after all.

**Disney's Beauty and the Beast** .....58%  
A reasonable collection of mini-games, but nothing special.

**Disney's A Bug's Life** .....49%  
Neat graphics, but a purely functional design. Typical Disney...

**Disney's Donald Duck: Quack Attack** .....68%  
Exceptional graphics, but design puts the bog in bog-standard.

**Disney's Dinosaur** .....43%  
Too much empty space, too little to do, and the visuals stink.

**Disney's Tarzan** .....90%  
For once, Disney's visuals are matched by cool level design.

**Disney's The Emperor's New Groove** .....60%  
Mediocre gameplay, and even the graphics aren't outstanding.

**Disney's Toy Story 2** .....81%  
Another Disney platformer, but this is a cut above the rest.

**Donkey Kong Country** .....98%  
SNES classic comes to GBC. An absolutely brilliant platformer.

**Doug's Big Game** .....52%  
A reasonable adventure, but too repetitive in the long term.

**Dragon Dance** .....43%  
Novel ideas, but not all work well. Not a great *Breakout* clone.

**Dragon Warrior Monsters** .....91%  
This Pokémon-inspired offering completely drops the cute angle.

**Driver** .....88%  
Top-down getaway game in which you play an undercover cop.

**Dropzone** .....83%  
All-time classic blaster comes to the Game Boy with a vengeance.

**Duke Nukem** .....85%  
This platform shooter offers guns galore and a high body count.

**Dukes of Hazzard: Racing for Home** .....90%  
Really cool mission-based action driver. Tough, but challenging too.

## E >

**Earthworm Jim: Menace to the Galaxy** .....75%  
Neat enough platformer, but nothing to set the world on fire.

**ECW Hardcore Revolution** .....30%  
Boring bone-bender with very little going for it. Not good.

**Elevator Action** .....77%  
Top retro coin-op update. A good blasting gather-em-up.

**European Super League** .....63%  
Graphically excellent, but buttocck-clenchingly slow.

**Evel Knievel** .....73%  
The Seventies stuntman leaps onto the GB in a reasonable game.

**Extreme Sports with the Berenstein Bears** .....77%  
Simplistic but fun multi-venter. It's for the kids, y'know...

## F >

**F1 Championship Season 2000** .....89%  
At last someone's achieved something with the F1 licence.

**F1 Racing Championship** .....67%  
We've seen worse, but this could still be a whole lot better.

**F1 World Grand Prix** .....65%  
Plays okay, but essentially another missed opportunity.

**F-18 Thunderstrike** .....49%  
These into-the-screen blasters never work well on the GBC.

**FIFA 2000** .....20%  
This footie flop plays like Birmingham City – badly.

**Flintstones Burgertime in Bedrock** .....57%  
One of the all-time greats (*Burgertime*) badly mucked up.

**Flipper and Lokapa** .....79%  
Cartoony platformer. Pretty good fun, if a little generic.

**Force 21** .....70%  
Abysmal graphics mar an interesting real-time strategy sim.

**Formula One 2000** .....59%  
Is there no end to these sub-standard F1 racers?

**Frogger** .....80%  
Update of an old coin-op. It leaves you hopping mad...

## G >

**Game & Watch Gallery 2** .....88%  
Pixel-perfect ports of LCD classics. Look out for *Donkey Kong*.

**Game & Watch Gallery 3** .....90%  
More LCD marvels, but with much-improved graphics.

**Games Frenzy** .....40%  
A collection of games that really didn't need to come to the GBC.

**Gex: Enter the Gecko** .....82%  
Entertaining and involved platformer – cool main character.

**Gex 3: Deep Pocket Gecko** .....80%  
Another winner from the wizard lizard, but not quite a classic.

**Gift** .....70%  
Not a bad arcade puzzler, but it's no *Zelda*-zonker. Ho hum...

**Godzilla** .....65%  
Innovative, but also awkward and samey. Well intentioned, but ultimately flawed.

**Golden Goal** .....70%  
Not a bad little footie sim, but it's been overtaken since.

**Grand Theft Auto** .....70%  
Is this the first Game Boy game where you play a criminal?

**Grinch, The** .....88%  
Weak graphics but the *Pac-Man*-inspired gameplay is fantastic.

## H >

**Hello Kitty's Cube Frenzy** .....88%  
Beautifully simple puzzler. Weak visuals, but packed with fun.

**Heroes of Might and Magic** .....87%  
Hugely ambitious PC port – works well, but the sprites are small.

**Harvest Moon** .....84%  
An RPG based on farming? Don't laugh – it's great!

**Harvest Moon 2** .....91%  
Bigger, better, more to do – the sequel improves on an already-cool game.

**Hello Kitty's Cube Frenzy** .....88%  
Mediocre graphics fail to destroy this cool puzzler. Great stuff!

**Hexcite** .....80%  
This one's okay when you get the hang of it, but tricky at first.

**Hollywood Pinball** .....59%  
Great range of tables, but none of them really shine. Not good.

**Hot Wheels Stunt Track Driver** .....47%  
There's nothing hot about this limited driver. No lastability.

**Hype the Time Quest** .....78%  
Playmobil RPG for beginners. Not a bad foot in the door.

## I >

**Indiana Jones and the Infernal Machine** .....72%  
Sizzling graphics, but too much pointless wandering about. Needs more plot too.

**Inspector Gadget** .....89%  
Colourful platformer featuring Gadget, Penny and the mutt.

**International Karate 2000** .....89%  
Classic beat-'em-up that works brilliantly on the handheld.

**International Superstar Soccer 2000** .....60%  
Not a terrible kick-about, but not a classic.

**International Track & Field Summer Games** .....69%  
Playable, but eclipsed by the superior *Carl Lewis Athletics*.

**ISS Pro 99** .....74%  
Reasonably okayish footie game, but *O'Leary Manager* is better.

## J >

**Jeremy McGrath Supercross 2000** .....85%  
Fun game to play, but the colour scheme is simply terrible.

**Jim Henson's Muppets** .....49%  
Terrible platformer with poor use of colour and poorer playability.

**Jimmy White's Cueball** .....75%  
Interesting baize-basher with good physics and lots of options.

**Joust/Defender** .....88%  
Two classic '80s coin-ops on one cool cart. Bring 'em on!

**Jungle Book, The: Mowgli's Wild Adventure** .....90%  
Excellent platform frolics. Great graphics and top gameplay.

## K >

**Karate Joe** .....80%  
Retro action in Rocket's blast-from-the-past budget beat-'em-up.

**Ken Griffey Jr s Slugfest** .....45%  
Just another baseball game, and no better than most of them.

**Klax** .....89%  
Pristine puzzler from the old school. Score with tile patterns.

**Kluster** .....67%  
A *Tetris* clone which captures little of the excitement of the original.

**Knockout Kings** .....89%  
One of the Game Boy's best sluggers. Brill boxing bonanza.

**Konami GB Col Vol 1** .....73%  
*Castlevania*, *Gradius*, *Probotector* and *Konami Racing*.

**Konami GB Col Vol 2** .....80%  
*Parodius*, *Block Game*, *Track & Field*, *Frogger*.

**Konami GB Col Vol 3** .....75%  
*Pop 'n' Twinbee*, *Bikers*, *Mystical Ninja*, *Guttang Guttung*.

**Konami GB Col Vol 4** .....70%  
*Gradius II*, *Castlevania II*, *Arctic Adventure*, *Yie Ar Kung Fu*.

## L >

**LEGO Alpha Team** .....82%  
Interesting *Lemmings*-style puzzler based on the LEGO men.

**LEGO Racers** .....37%  
Duff into-the-screen racer with dull power-ups and poor action.

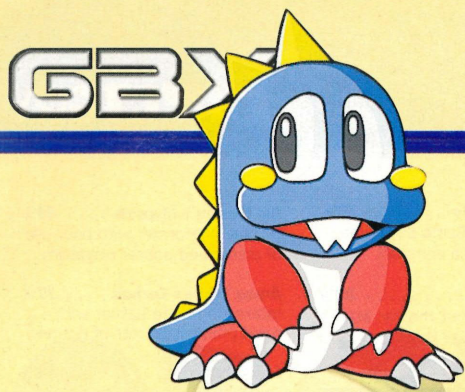
**LEGO Stunt Rally** .....17%  
Incredibly poor Scalextric-style racer. A complete stinker.

**Le Mans 24 Hours** .....42%  
The cars look good, but too hard and too reliant on speed-ups.

**Lion King 2: Simba's Mighty Adventure** .....68%  
Cartoon platformer with cool graphics, but lacking in challenge.

**Little Mermaid II: Pinball Frenzy** .....82%  
Win 16 mini-games on two tables in this sizzling pinball sim.





**Logical** ..... .67%  
Interesting and original puzzler, but it doesn't quite come off.

**Looney Tunes** ..... .70%  
No real surprises here, but that doesn't make it a bad game.

**Looney Tunes: Carrot Crazy** .80%  
More of the same, but better. Looks absolutely sumptuous.

**Looney Tunes Collector: Martian Alert** ..... .87%  
*Pokémon* meets platformer with Bugs Bunny as the star.

**Looney Tunes Collector: Martian Revenge** ..... .89%  
Another outing for the Looney Tunes boyz, and a cool game.

**Lucky Luke** ..... .78%  
Great fun, but you'll complete it in a few hours. Ideal for beginners.

## M >

**Madden NFL 2000** ..... .78%  
Nuts-'n'-bolts gridiron game. Only for American footie fans.

**Magical Drop** ..... .68%  
Another puzzler in the *Tetris* mould. A little jaded, but playable.

**Magical Tetris Challenge** .. .80%  
Disney-themed *Tetris*, but not as good as the original effort.

**Marble Madness** ..... .19%  
Dodgy controls make this coin-op conversion near-unplayable.

### Mario Golf

..... .96%  
The game that puts the fun back into golf. Links with N64 version.

### Mario Tennis

..... .94%  
Tennis with character development and N64-transfer compatibility.

**Mary-Kate and Ashley Pocket Planner** ..... .80%  
Address book, diary, notepad, games – it's a complete organizer.

**Mask of Zorro** ..... .40%  
Yawnsome platform runaround that plays like a brick.

**Matt Hoffman's Pro BMX** .. .79%  
Cool two-wheeled extreme sports game for action addicts.

**Maya the Bee Garden Adventures** ..... .71%  
Interesting arcade adventure – not bad for the younger gamer.

**Men in Black** ..... .27%  
Colourful and visually appealing, but gameplay badly flawed.

**Men in Black 2** ..... .56%  
Soulless reworking of other platformers; gaping flaws.

**Merlin** ..... .70%  
Visually appetising platformer, but too short and samey.

### Metal Gear Solid

..... .95%  
2D sneak-around in which you infiltrate enemy territory.

**Mickey's Racing Adventure** .83%  
Kart-style game featuring Mickey and chums. Plays well.

### Micro Machines 1 & 2 Twin Turbo

..... .90%  
Race mini-vehicles over school desks, pool tables and more.

### Micro Machines V3

..... .93%  
Sizzling desktop driver featuring tiny cars, tanks, speedboats and more.

**Microsoft Games** ..... .27%  
Dodgy collection of time-killers ported from the PC.

**Microsoft Puzzle Collection** .40%  
OK for five minutes, but there are better ways of killing time.

**Missile Command** ..... .50%  
Classic coin-op, but doesn't work well with a D-pad.

**Mission: Impossible** ..... .80%  
Workmanlike visuals sell short what is essentially a great game.

**Monkey Puncher** ..... .35%  
Sad monkey-training game that borrows from *Pokémon* and *Tamagotchi*.

**Monopoly** ..... .71%  
Does anyone want this on the GBC? If you do, this version's good.

**Montezuma's Return** ..... .68%  
Simplistic platformer based on an old '80s effort. Not bad.

**Moonin's Tale** ..... .39%  
It's for kids, but that's no excuse for the lack of gameplay.

**Moon Patrol/Spy Hunter** .. .70%  
Two more relics from the '80s arcades. Short-lived fun.

**Mortal Kombat 4** ..... .38%  
Guts and gore, but no gameplay. A truly awful conversion.

**Mr Driller** ..... .85%  
Playable puzzler let down only by its lack of options.

**Mr Nutz** ..... .70%  
Run-of-the-mill platformer starring a red squirrel.

**Ms Pac-Man Color Special Edition** ..... .80%  
Another retro effort. Wakkka wakkka, wakkka, wakkka...

**MTV Sports: Pure Ride** .... .78%  
Has its moments, but ultimately clumsy and awkward.

**MTV Sports: Skateboarding** .60%  
Lacks the atmosphere and playability of *Tony Hawk's 2*.

**Mummy, The** ..... .53%  
This game defines the term 'mediocre'. Repetitive too...

## N >

**NASCAR Challenge** ..... .38%  
Driving round in circles soon grates. Deathly dull.

**NASCAR 2000** ..... .40%  
Good car graphics, but it's still those blessed ovals. Yawn!

**NBA In The Zone** ..... .41%  
Bad yank sports games should be dropped into the Atlantic.

**NBA In The Zone 2000** ... .65%  
Not too bad, but still a candidate for a watery grave.

**NBA Jam '99** ..... .70%  
Good graphics, but lacks that certain something.

**NBA Jam 2001** ..... .71%  
Added polish, but doesn't address some of the series' key flaws.

**NFL Blitz 2000** ..... .40%  
The Game Boy isn't the natural home for a gridiron game.

**NHL 2000** ..... .40%  
Messy ice hockey game with none of the sport's high-speed thrills.

**NHL Blades of Steel** ..... .50%  
Another ice hockey game that shoots wide of the mark.

**Noddy and the Birthday Party** ..... .75%  
This gather-'em-up for kids is pretty good fun. If you're young.

## O >

### O'Leary Manager 2000

..... .92%  
Arcade and management sections fuse perfectly in this killer game.

**Oddworld Adventures II** ... .55%  
Irritating Abe game. Better than the first effort, but still not great.

## P >

### Pac-Man: Special Color Edition

..... .89%  
He's irresistible, especially with a *Tetris*-style sub-game included.

**Paperboy** ..... .48%  
This dodgy cyclist is about as much fun as a paper round.

### Perfect Dark

..... .93%  
Learning curve too steep, but overall this game's almost perfect.

**Pitfall: Beyond the Jungle** .70%  
Retro update of the classic Indiana Jones-style platformer.

**Player Manager 2001** .... .66%  
Packed with features, but *O'Leary* still wins the cup.

**Pocket Bomberman** ..... .79%  
Okayish, but not as good as classic *Bomberman* games.

**Pocket Bowling** ..... .76%  
This ten-pin game is surprisingly playable. Strike!

**Pocket GT Racing** ..... .57%  
Into-the-screen racers rarely work, and this is no exception.

### Pocket Soccer

..... .90%  
Five-a-side American style in this fantastic arcade footie game.

### Pokémon Blue/Red

..... .91%  
Graphics suffer due to black and white compatibility, but the game's top.

**Pokémon Gold & Silver** ... .90%  
The pocket monsters are back in their greatest games yet!

**Pokémon Pinball** ..... .78%  
Catch 'em, evolve 'em, collect 'em. Works surprisingly well.

**Pokémon Puzzle Challenge** .87%  
Great puzzler, but *Pokémon* connection somewhat tenuous.

### Pokémon Yellow

..... .96%  
Polished and improved update on *Pokémon Red* and *Blue*.

**Pokémon Trading Card Game** 82%  
Cool, but not as much fun as a 'real' *Pokémon* outing.

**Pong: The Next Level** .... .20%  
It stinks! Buy an old *Binatone* machine from a car boot sale.

**Pop N' Pop** ..... .89%  
Superb puzzler, but what happened to Adventure Mode?

**Portal Runner** ..... .59%  
Boring, awkward platformer from the *Army Men* stable.

**Power Quest** ..... .80%  
Not a bad little beat-'em-up, but get *IK 2000* first.

**Power Rangers Lightspeed Rescue** ..... .79%  
Fun platform puzzler. Rescue citizens and beat war bots.

### Prince of Persia

..... .90%  
It's an all-time classic, featuring incredible animation.

**Pro Pool** ..... .85%  
Neat game of pool, but we still prefer playing down the pub.

**Project S-II** ..... .76%  
Retro-style shooter from the old school. Action-packed.

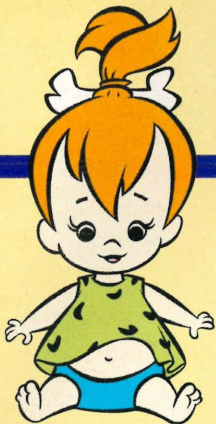
**Puchi Carat** ..... .50%  
Interesting idea for a puzzler, but it's ultimately unsatisfying.

**Puzzled** ..... .42%  
Yet another puzzler for the Game Boy that misses the mark.

## Q >

**Quest for Camelot** ..... .74%  
It's no *Zelda*, but it's a competent RPG nonetheless.





## DIRECTORY

### Qix Adventures

.....90%

Superb update of the old coin-op. A timelessly terrific game.

### R >

### Rayman

.....92%

Colourful and cute platformer. Looks and plays really well.

**Rainbow Islands** .....88%  
Cool coin-op conversion, but collision detection wobbly.

**Rainbow Six** .....42%  
Set your strategy before blasting. Not at home on the GBC.

### R-Type DX

.....97%

The best blaster on the Game Boy, bar none. An excellent package.

**Rampage World Tour** ....38%  
This jaded building basher should never have come to the GBC.

**Rampage 2: Universal Tour** .40%  
More of the same, and still rubbish. Should be condemned...

**Rampart** .....80%  
Build walls, fire cannons, sink ships – medieval madness.

**Ready 2 Rumble Boxing** ...68%  
The cartoon fighter comes to the GBC, with limited success.

**Reservoir Rat** .....80%  
Simplistic but fun platformer that will appeal to the kid in us all.

### Revelations: The Demon Slayer

.....90%

One of the best RPGs. Appeals to magic-and-monsters fans.

**Rhino Rumble** .....81%  
The cutest rhino ever stars in a sizzling platform opus. Top stuff!

**Rip-Tide Racer** .....20%  
Disastrous racer, fails on every level. Can finish it in an hour.

**Road Rash** .....82%  
Fast and furious biker bash. One of the best into-screen drivers.

**Road to Eldorado, The** ....67%  
Sumptuous-looking platformer with deathly-dull level design.

### Road Champs

.....93%

Excellent BMX stunt outing with great controls and top graphics.

**Roadsters** .....45%  
Lousy on the Game Boy, just like it is everywhere else.

**Robin Hood** .....42%  
Could've been cool, but hard-to-see hazards make it a real chore.

**Robot Wars** .....19%  
No gameplay. Embarrassing waste of a potentially-good licence.

**Roland Garros Tennis 2000** .69%  
Plays pretty well, but is eclipsed by the superior *Mario Tennis*.

**Ronaldo V-Football** .....75%  
This one's fun, but isn't as good as it aspires to be.

**Roswell Conspiracies: Aliens, Myths & Legends** .....52%  
Repetitive. Repetitive. Repetitive. And we repeat, repetitive.

**Rugrats in Paris** .....65%  
Only really recommended for fans of the Rugrats – mediocre.

**Rugrats: The Movie** .....78%  
Simple platformer, but great fun while it lasts. One for the kids...

**Rugrats: Time Travellers** ....70%  
More of the same. Not innovative or original, but it's still fun.

### S >

**Sabrina the Animated Series: Zapped** .....82%  
It's for the kids, but nonetheless well designed and executed.

**San Francisco Rush 2049** ...45%  
Dodgy driver with no speed and terrible bugs. A travesty.

**Scooby Doo: Classic Creep Capers** .....72%  
Point-and-click adventuring that's great while it lasts, but too short.

**Shadowgate Classic** .....50%  
3D RPG from the old school. The puzzles are far too illogical.

**Shamus** .....61%  
Updated version of old Atari game *Berserk*. Soon gets monotonous.

**Shanghai Pocket** .....80%  
Interesting and relaxing game, but the tiles are difficult to see.

**Smurf's Nightmare, The** ....60%  
Nothing dramatically funny, but lacking spark and flair.

**Space Invaders** .....70%  
Aww c'mon – you must know this. Not as good as *Space Invasion*.

**Space Invasion** .....80%  
The original shoot-'em-up is back at budget prices. Single-minded blasting.

**Space Station Silicon Valley** .64%  
Some much-needed originality here, but doesn't quite come off.

**Spawn** .....58%  
Great comic, but every Spawn game on every console is poor.

**Speedy Gonzales: Aztec Adventure** .....83%  
Cute platformer starring the fastest rodent in the West.

**Spider-Man** .....69%  
Looks great and plays well, but must the controls be so fiddly?

**Spider-Man 2: TSS** .....68%  
Good platform blasting action, but lacking in variety.

**Spirou: The Robot Invasion** .80%  
Another platformer, but games as good as this are always welcome.

**Spongebob Squarepants** ...42%  
Platform tedium designed for toddlers. Technically inept too.

**Spy Vs Spy** .....89%  
Set traps to trip your foe in this hilarious action game.

**Star Wars Episode 1 Obi Wan's Adventures** .....70%  
The level design's great, but weak controls hamper this shooter.

**Star Wars Episode 1 Racer** ...86%  
Ultra-fast racing and a well balanced difficulty curve.

**Stranded Kids** .....70%  
RPG with the emphasis on object-based puzzles. Pretty good.

**Supercross Freestyle** .....53%  
Weak graphics and simplistic gameplay spoil this bike racer.

**Street Fighter Alpha** .....80%  
One of the best beat-'em-ups ever is super-cool on the GBC.

**Super Mario Bros DX** .....98%  
Is this the Game Boys finest hour? It's certainly the best platformer...

**Supreme Snowboarding** ...50%  
Tricks and trips in this cartoony extreme sports game.

**Suzuki Alstare Racing** ....70%  
Okayish into-the-screen racer on motorbikes. Worth a look.

**SWIV** .....60%  
Perfect conversion, but too fast for the small screen. Impossible.

### T >

**Tasmanian Devil: Munching Madness** .....80%  
Psychotic sensations with the lean, mean eatin' machine.

**Tech Deck Skateboarding** ...88%  
Fun, but a bit repetitive. Top tongue-in-cheek action.

**Test Drive 6** .....70%  
A good viewed-from-above driver, but not as good as *TOCA*.

**Tetris DX** .....89%  
Tweaked for the GBC, but the graphics show their mono roots.

**The Simpsons: ...Treehouse** .73%  
Too short to be a classic, but its multi-genre levels basically work.

### Thunderbirds

.....90%

Control all the craft as you defeat the evil Hood. FAB...

**Titus the Fox** .....33%  
Terrible platformer with lazy graphics and half-hearted designs.

**Tiger Woods PGA Tour 2000** 65%  
Serious golf sim for purists. The cartoony *Mario Golf* still rulez...

### TOCA

.....96%

Intricate driving physics make this the best driver on the Game Boy.

**Tom & Jerry in Mouse Attacks** 75%  
Unoriginal platformer that plays pretty well. Good sub-games.

**Tom and Jerry** .....60%  
A little flat, and too damned tricky for its own good. Looks cool.

**Tomb Raider** .....97%  
The immortal series storms the GBC with this platforming classic.

**Tonic Trouble** .....64%  
Average game that shamelessly rips off *Rayman*. Mediocre.

**Tonka Raceway** .....40%  
Throwaway bit of fun, but too short to justify buying it.

**Tony Hawk's Skateboarding** .45%  
Nowhere near as good as the Hawkster's PlayStation outings.

**Tony Hawk's Pro Skater 2** .82%  
The skate king's second outing is a much better game than the first.

**Toonsylvania** .....78%  
Same old story – good visuals but formulaic level design.

**Tootuff** .....59%  
Flawed boardgame where you spend half the time watching others play.

**Top Gear Rally** .....79%  
Nothing much wrong with this driver, but it's nothing special.

**Top Gear Rally 2** .....87%  
Fast, slick, action-packed – all a driving game should be.

**Towers: Lord Baniff's Deceit** .70%  
A superb technical achievement, but far too repetitive.

**Toy Story 2** .....60%  
Bland and lifeless platformer – not a disaster, but fails to shine.

**Toy Story Racer** .....69%  
Top 3D effects, but the trade-off is weak graphics. Limited fun.

**Trick Boarder** .....71%  
Challenging snowboard racing, but dodgy collision detection.

**Triple Play 2001** .....41%  
Yet another dreary baseball sim. Almost as boring as the real sport.

**Turok 2: Seeds of Evil** ....60%  
Mediocre effort disappoints fans of the N64 version.

**Turok 3: Shadow of Oblivion** 70%  
The best *Turok* game on the GBC, but that's not saying very much.

**Turok: Rage Wars** .....63%  
This is just an attempt to cash in on the *Turok* name. Dull.

**Tweety's High-Flying Adventure** .....61%  
Cartoony platformer for kids, but lacks the necessary variety.

### U >

**UEFA 2000** .....70%  
First-Division, but not in the Premier League.



## Ultimate Fighting Championship

..... .19%  
Useless beat-'em-up you can beat by using one move.

## Ultimate Paintball

..... .24%  
What a waste of money! Dodgy controls and worse graphics.

## Uno

..... .80%  
A card game comes to the GBC and works! Hold the front page...

## V >

## V-Rally Championship Edition '99

..... .85%  
One of the better into-the-screen racers. Has speed and style.

## Vegas Games

..... .39%  
Pointless gambling game - no fun with pretend money.

## Vigilante 8

..... .71%  
Scorching car combat is let down by dodgy driving controls.

## W >

## Wacky Races

..... .89%  
The wildest, wackiest into-the-screen racer ever. It's great!

## Wario Land II

..... .90%  
From the world of Mario comes this excellent platformer, starring the baddie.

## Wario Land III

..... .94%  
Another sizzling platformer from Nintendo, kings of the genre.

## Warriors of Might and Magic 72%

Fearsome fighting action adventure. Characters a bit small.

## WCW Mayhem

..... .76%  
A fair wrestler, but the definitive version of the sport eludes us.

## WDL Thunder Tanks

..... .29%  
Tragically flawed and virtually unplayable, this is a real disaster.

## Wings of Fury

..... .80%  
Despite mediocre graphics, this is one of the GB's better shooters.

## Winnie The Pooh: ...100 Acre Wood

..... .85%  
Lots to do and plenty to see in this kiddie multi-genre game.

## Woody Woodpecker Racing

..... .70%  
Embarrassing graphics, good driving model, mediocre game.

## Worms Armageddon

..... .91%  
Turn-based combat with the wriggly ones. Hilarious and cool.

## WWF Attitude

..... .86%  
The best bone-bender on the Game Boy. Polished and slick.

## WWF Wrestlemania 2000

..... .79%  
Lacks some of the panache and sparkle of Attitude.

## X >

## X-Men Mutant Academy

..... .40%  
Terrible beat-'em-up you can complete by tapping 'A'.

## X-Men Mutant Wars

..... .29%  
The sequel to *Mutant Academy* plays even worse...

## X-Men: Wolverine's Rage

..... .78%  
Reasonable platform fighter, but nothing innovative or groundbreaking.

## Xtreme Sports

..... .79%  
Looks good and plays well, but doesn't last long. Only five sports.

## Xtreme Wheels

..... .85%  
Balance speed and energy conservation in this BMX racer.

## Y >

## Yars' Revenge

..... .73%  
Fearsome retro game from Atari. Great fun but too hard.

## Yoda Stories

..... .29%  
The force is not with this. More like *The Farce*...

## Z >

## Zelda: Link's Awakening DX

..... .98%  
Coloured-in version of what's arguably the Game Boy's finest



## Castlevania: Circle of the Moon

..... .79%  
As good as any Castlevania game, but fails to take the series forward.

## ChuChu Rocket

..... .91%  
Fantastic multiplayer rodent-catching puzzler which works well on your own too.

## F-Zero: Maximum Velocity

..... .93%  
Brilliant racing action, brought to life with superb opponent AI.

## GT Advance

..... .66%  
A game of two halves. Brilliant depth and sense of progress, average racing.

## Konami Krazy Racers

..... .81%  
This Mario Kart rip-off works well, but you need more than one copy to multiplay.

## Kuru Kuru Kururin

..... .91%  
Terrifyingly tricky, but tantalisingly taxing, this pristine puzzler's a peach.

## Mario Advance

..... .90%  
Not the blockbuster we hoped for, but still a great game in its own right.

## Mr Driller 2

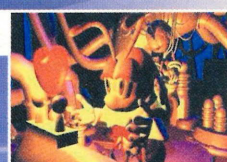
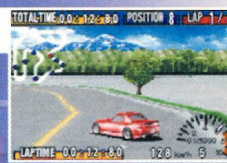
..... .58%  
Fatally flawed coin-op conversion. Not enough here to justify the asking price.

## Pinobee: Wings of Adventure

..... .56%  
A mediocre platformer that tries, and fails, to be another Rayman. Look elsewhere.

## Rayman Advance

..... .94%  
This is the best launch title on the Advance. A superb conversion of the PlayStation hit.





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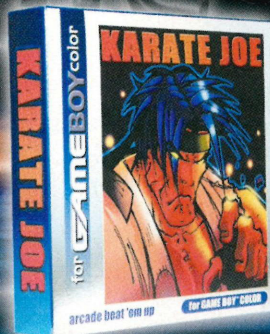
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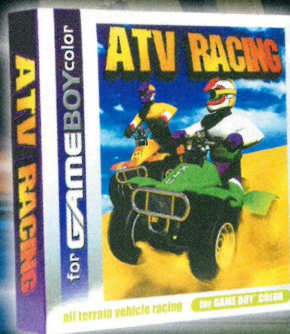
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ARCADE PUZZLE GAME

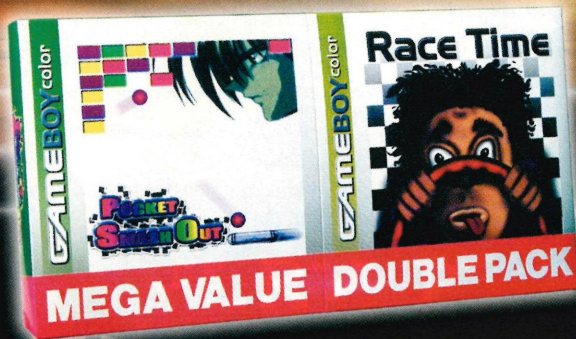


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# FALL OUT!

The Game Boy Advance scene's hotting up, and as usual, GBX leads the way in bringing you the latest news. Just see what we've got in store for you next ish...

## ACTION GBX!

We bring you exclusive video footage of Activision's hot new extreme sports and Marvel superhero games on the Advance. See Matt Hoffman's Pro BMX, Sean Palmer's Pro

Snowboarder, Spider-Man: Mysterio's Menace and X-Men: Reign of Apocalypse in action!



**ISSUE THREE  
ON SALE:  
9th August, 2001**

## MUMMY

The Mummy Returns, but did we want it back? The game of the film gets a full review!



## ROBOCOP

The android cop makes a welcome return to the Game Boy, with all guns blazing!



## DENKI BLOCKS

Rage's block-sliding blockbuster comes to the GBA and the GBC. We review both...



## XENA: WARRIOR PRINCESS

The delicious sword-maiden slashes her way onto the Game Boy Color!



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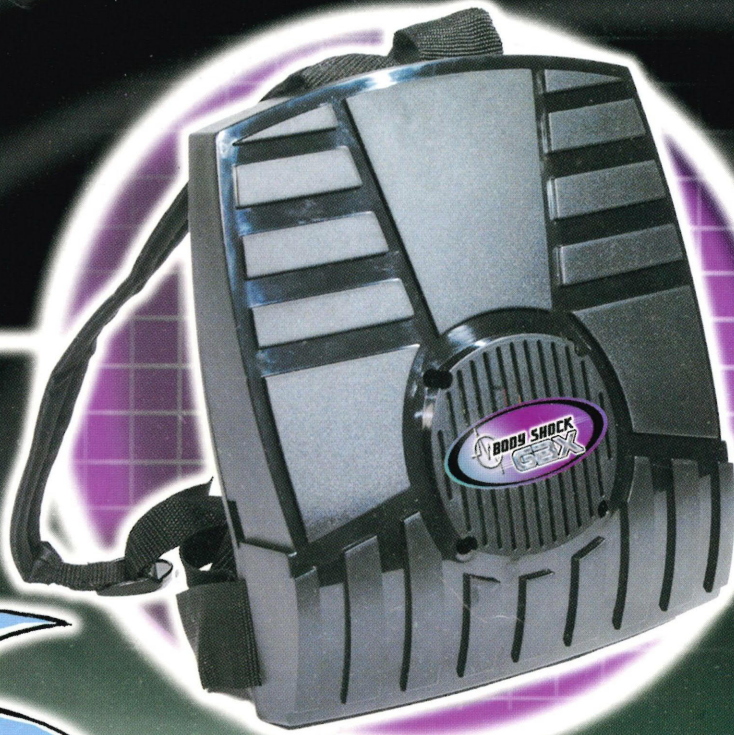


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